

# **GEOMETRIJSKE PRESLIKAVE**

## 2D preslikave

$$I(x, y) \rightarrow I'(x', y')$$

$$T : \mathbb{R}^2 \rightarrow \mathbb{R}^2$$

$$\mathbf{x} = (x, y) \quad \mathbf{x}' = (x', y')$$

$$\mathbf{x}' = T(\mathbf{x})$$

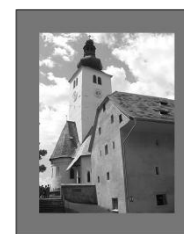
$$x' = T_x(x, y)$$

$$y' = T_y(x, y)$$

# 2D preslikave

## Premik

$$\begin{aligned} T_x : x' &= x + d_x \\ T_y : y' &= y + d_y \end{aligned} \quad \begin{pmatrix} x' \\ y' \end{pmatrix} = \begin{pmatrix} x \\ y \end{pmatrix} + \begin{pmatrix} d_x \\ d_y \end{pmatrix}$$



## Povečava

$$\begin{aligned} T_x : x' &= s_x \cdot x \\ T_y : y' &= s_y \cdot y \end{aligned} \quad \begin{pmatrix} x' \\ y' \end{pmatrix} = \begin{pmatrix} s_x & 0 \\ 0 & s_y \end{pmatrix} \cdot \begin{pmatrix} x \\ y \end{pmatrix}$$



## Strižna deformacija

$$\begin{aligned} T_x : x' &= x + b_x \cdot y \\ T_y : y' &= y + b_y \cdot x \end{aligned} \quad \begin{pmatrix} x' \\ y' \end{pmatrix} = \begin{pmatrix} 1 & b_x \\ b_y & 1 \end{pmatrix} \cdot \begin{pmatrix} x \\ y \end{pmatrix}$$

## Rotacija

$$\begin{aligned} T_x : x' &= x \cdot \cos \alpha - y \cdot \sin \alpha \\ T_y : y' &= x \cdot \sin \alpha + y \cdot \cos \alpha \end{aligned} \quad \begin{pmatrix} x' \\ y' \end{pmatrix} = \begin{pmatrix} \cos \alpha & -\sin \alpha \\ \sin \alpha & \cos \alpha \end{pmatrix} \cdot \begin{pmatrix} x \\ y \end{pmatrix}$$



# Homogene koordinate

$$\boldsymbol{x} = \begin{pmatrix} x \\ y \end{pmatrix} \qquad \hat{\boldsymbol{x}} = \begin{pmatrix} \hat{x} \\ \hat{y} \\ h \end{pmatrix} = \begin{pmatrix} h x \\ h y \\ h \end{pmatrix}$$

$$x = \frac{\hat{x}}{h} \qquad y = \frac{\hat{y}}{h}$$

$$\hat{\boldsymbol{x}}_1 = s \cdot \hat{\boldsymbol{x}}_2 \qquad \boldsymbol{x}_1 = \boldsymbol{x}_2 = \boldsymbol{x}$$

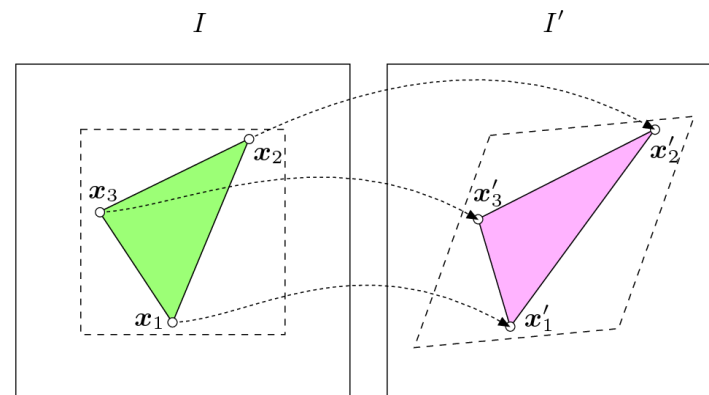
Premik

$$\begin{pmatrix} x' \\ y' \\ 1 \end{pmatrix} = \begin{pmatrix} x + d_x \\ y + d_y \\ 1 \end{pmatrix} = \begin{pmatrix} 1 & 0 & d_x \\ 0 & 1 & d_y \\ 0 & 0 & 1 \end{pmatrix} \cdot \begin{pmatrix} x \\ y \\ 1 \end{pmatrix}$$

# Afina preslikava

premik + povečava + rotacija

$$\begin{pmatrix} x' \\ y' \\ 1 \end{pmatrix} = \begin{pmatrix} a_{11} & a_{12} & a_{13} \\ a_{21} & a_{22} & a_{23} \\ 0 & 0 & 1 \end{pmatrix} \cdot \begin{pmatrix} x \\ y \\ 1 \end{pmatrix}$$

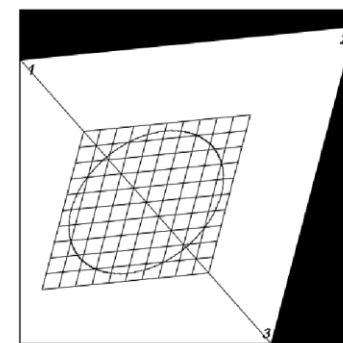
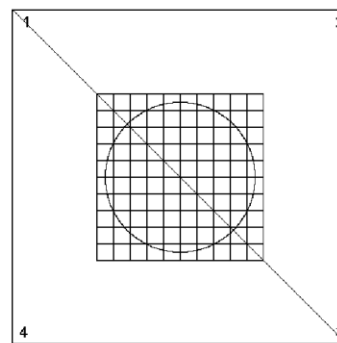


## PRESLIKA

premice v premice  
pravokotnike v paralelogame

## OHRANJA

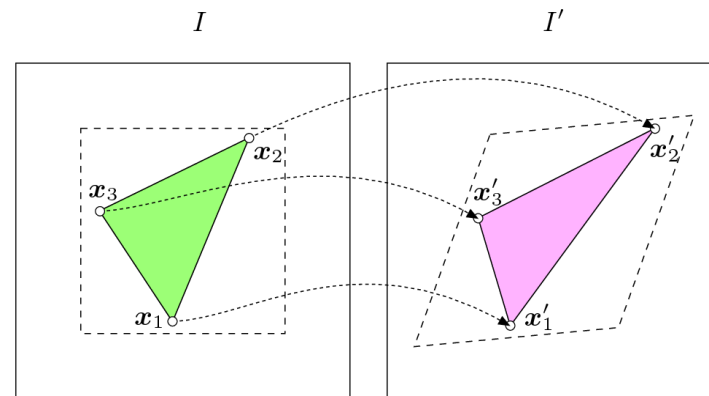
vzporednost  
relativne razdalje na premici



# Afina preslikava

$$\begin{pmatrix} x' \\ y' \\ 1 \end{pmatrix} = \begin{pmatrix} a_{11} & a_{12} & a_{13} \\ a_{21} & a_{22} & a_{23} \\ 0 & 0 & 1 \end{pmatrix} \cdot \begin{pmatrix} x \\ y \\ 1 \end{pmatrix}$$

6 parametrov popolnoma definirajo 3 pari točk



$$x'_1 = a_{11} \cdot x_1 + a_{12} \cdot y_1 + a_{13}$$

$$y'_1 = a_{21} \cdot x_1 + a_{22} \cdot y_1 + a_{23}$$

$$x'_2 = a_{11} \cdot x_2 + a_{12} \cdot y_2 + a_{13}$$

$$y'_2 = a_{21} \cdot x_2 + a_{22} \cdot y_2 + a_{23}$$

$$x'_3 = a_{11} \cdot x_3 + a_{12} \cdot y_3 + a_{13}$$

$$y'_3 = a_{21} \cdot x_3 + a_{22} \cdot y_3 + a_{23}$$

$$a_{11} = \frac{1}{d} \cdot [y_1(x'_2 - x'_3) + y_2(x'_3 - x'_1) + y_3(x'_1 - x'_2)]$$

$$a_{12} = \frac{1}{d} \cdot [x_1(x'_3 - x'_2) + x_2(x'_1 - x'_3) + x_3(x'_2 - x'_1)]$$

$$a_{21} = \frac{1}{d} \cdot [y_1(y'_2 - y'_3) + y_2(y'_3 - y'_1) + y_3(y'_1 - y'_2)]$$

$$a_{22} = \frac{1}{d} \cdot [x_1(y'_3 - y'_2) + x_2(y'_1 - y'_3) + x_3(y'_2 - y'_1)]$$

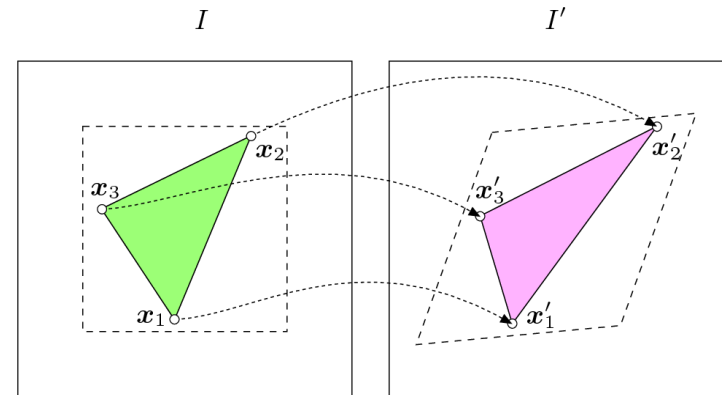
$$a_{13} = \frac{1}{d} \cdot [x_1(y_3x'_2 - y_2x'_3) + x_2(y_1x'_3 - y_3x'_1) + x_3(y_2x'_1 - y_1x'_2)]$$

$$a_{23} = \frac{1}{d} \cdot [x_1(y_3y'_2 - y_2y'_3) + x_2(y_1y'_3 - y_3y'_1) + x_3(y_2y'_1 - y_1y'_2)]$$

$$d = x_1(y_3 - y_2) + x_2(y_1 - y_3) + x_3(y_2 - y_1)$$

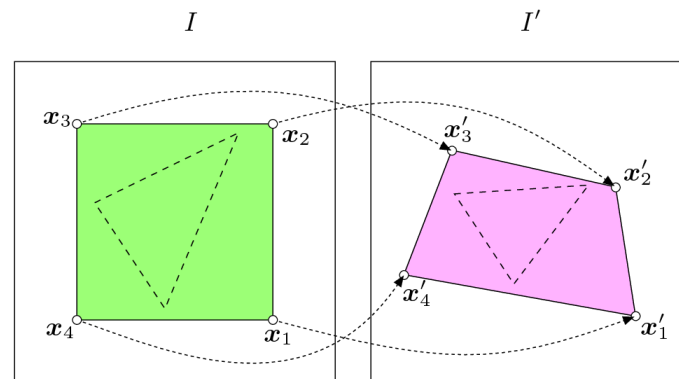
# Inverzna afina preslikava

$$\begin{aligned} \begin{pmatrix} x \\ y \\ 1 \end{pmatrix} &= \begin{pmatrix} a_{11} & a_{12} & a_{13} \\ a_{21} & a_{22} & a_{23} \\ 0 & 0 & 1 \end{pmatrix}^{-1} \cdot \begin{pmatrix} x' \\ y' \\ 1 \end{pmatrix} \\ &= \frac{1}{a_{11}a_{22} - a_{12}a_{21}} \begin{pmatrix} a_{22} & -a_{12} & a_{12}a_{23} - a_{13}a_{22} \\ -a_{21} & a_{11} & a_{13}a_{21} - a_{11}a_{23} \\ 0 & 0 & a_{11}a_{22} - a_{12}a_{21} \end{pmatrix} \cdot \begin{pmatrix} x' \\ y' \\ 1 \end{pmatrix} \end{aligned}$$



# Projektivna preslikava

$$\begin{pmatrix} \hat{x}' \\ \hat{y}' \\ h' \end{pmatrix} = \begin{pmatrix} h'x' \\ h'y' \\ h' \end{pmatrix} = \begin{pmatrix} a_{11} & a_{12} & a_{13} \\ a_{21} & a_{22} & a_{23} \\ a_{31} & a_{32} & 1 \end{pmatrix} \cdot \begin{pmatrix} x \\ y \\ 1 \end{pmatrix}$$

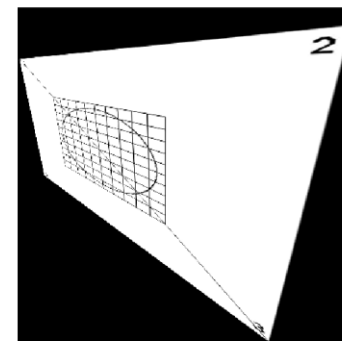
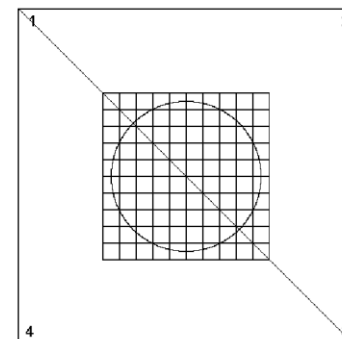


## PRESLIKA

premice v premice

funkcije N-tega reda v funkcije N-tega reda

ne ohranja vzporednosti in relativnih razdalj





# Iskanje homografije

Štirje pari ujemanj ( $\mathbf{x}, \mathbf{x}'$ )

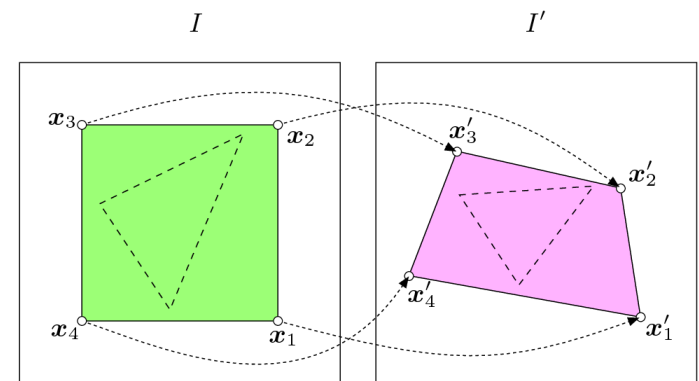
$$\mathbf{x}'_i = \mathbf{H}\mathbf{x}_i$$

$$\mathbf{x}'_i \times \mathbf{H}\mathbf{x}_i = \mathbf{0} \quad \mathbf{H}\mathbf{x}_i = \begin{bmatrix} \mathbf{h}^{1T} \mathbf{x}_i \\ \mathbf{h}^{2T} \mathbf{x}_i \\ \mathbf{h}^{3T} \mathbf{x}_i \end{bmatrix}$$

$$\mathbf{x}'_i \times \mathbf{H}\mathbf{x}_i = \begin{bmatrix} y'_i \mathbf{h}^{3T} \mathbf{x}_i - w'_i \mathbf{h}^{2T} \mathbf{x}_i \\ w'_i \mathbf{h}^{1T} \mathbf{x}_i - x'_i \mathbf{h}^{3T} \mathbf{x}_i \\ x'_i \mathbf{h}^{2T} \mathbf{x}_i - y'_i \mathbf{h}^{1T} \mathbf{x}_i \end{bmatrix}$$

$$\begin{bmatrix} \mathbf{0}^T & -w'_i \mathbf{x}_i^T & y'_i \mathbf{x}_i^T \\ w'_i \mathbf{x}_i^T & \mathbf{0}^T & -x'_i \mathbf{x}_i^T \\ -y'_i \mathbf{x}_i^T & x'_i \mathbf{x}_i^T & \mathbf{0}^T \end{bmatrix} \begin{bmatrix} \mathbf{h}^1 \\ \mathbf{h}^2 \\ \mathbf{h}^3 \end{bmatrix} = \mathbf{0} \quad \mathbf{A}_i \mathbf{h} = \mathbf{0}$$

3x9 9x1

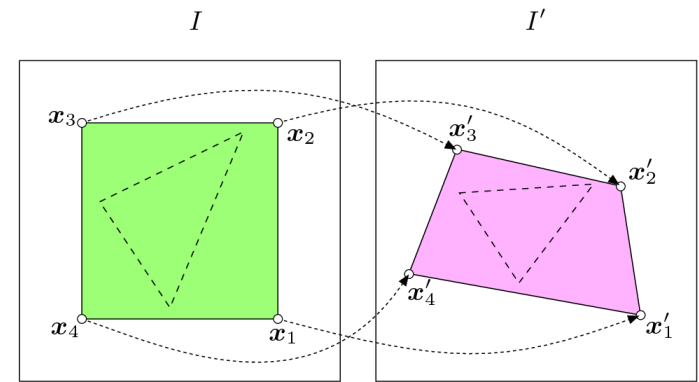


# Homografija

Štirje pari ujemanj ( $\mathbf{x}, \mathbf{x}'$ )

$$\begin{bmatrix} \mathbf{0}^T & -w'_i \mathbf{x}_i^T & y'_i \mathbf{x}_i^T \\ w'_i \mathbf{x}_i^T & \mathbf{0}^T & -x'_i \mathbf{x}_i^T \\ -y'_i \mathbf{x}_i^T & x'_i \mathbf{x}_i^T & \mathbf{0}^T \end{bmatrix} \begin{bmatrix} h^1 \\ h^2 \\ h^3 \end{bmatrix} = \mathbf{0}$$

$3 \times 9$   $9 \times 1$   $\mathbf{A}_i \mathbf{h} = \mathbf{0}$



Štirje pari ujemanj ( $\mathbf{x}, \mathbf{x}'$ )

$$\mathbf{A} \mathbf{h} = \mathbf{0}$$

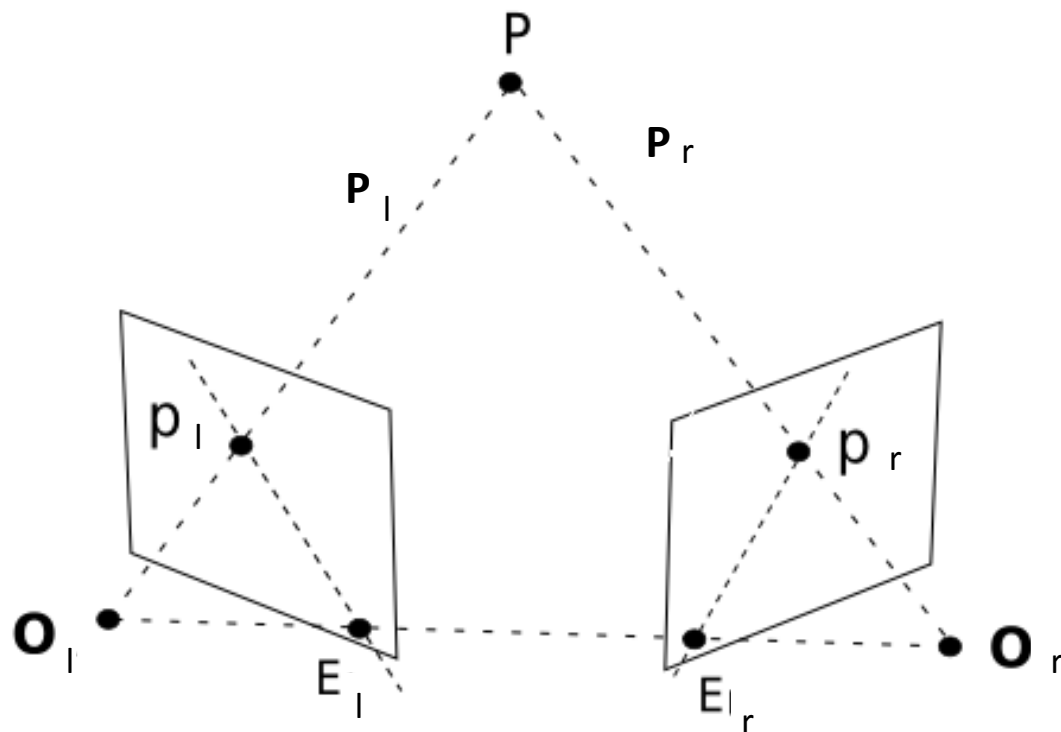
$\mathbf{A}$  dimenzije  $12 \times 9$ , rang 8

$$\mathbf{A} = \mathbf{U} \mathbf{\Sigma} \mathbf{V}^T$$

$\mathbf{h}$  je  $\mathbf{V}$  lastni vektor  $\mathbf{A}$  z najmanjšo lastno vrednostjo

# **KALIBRACIJA**

## Geometrija dveh pogledov (2-view geometry)



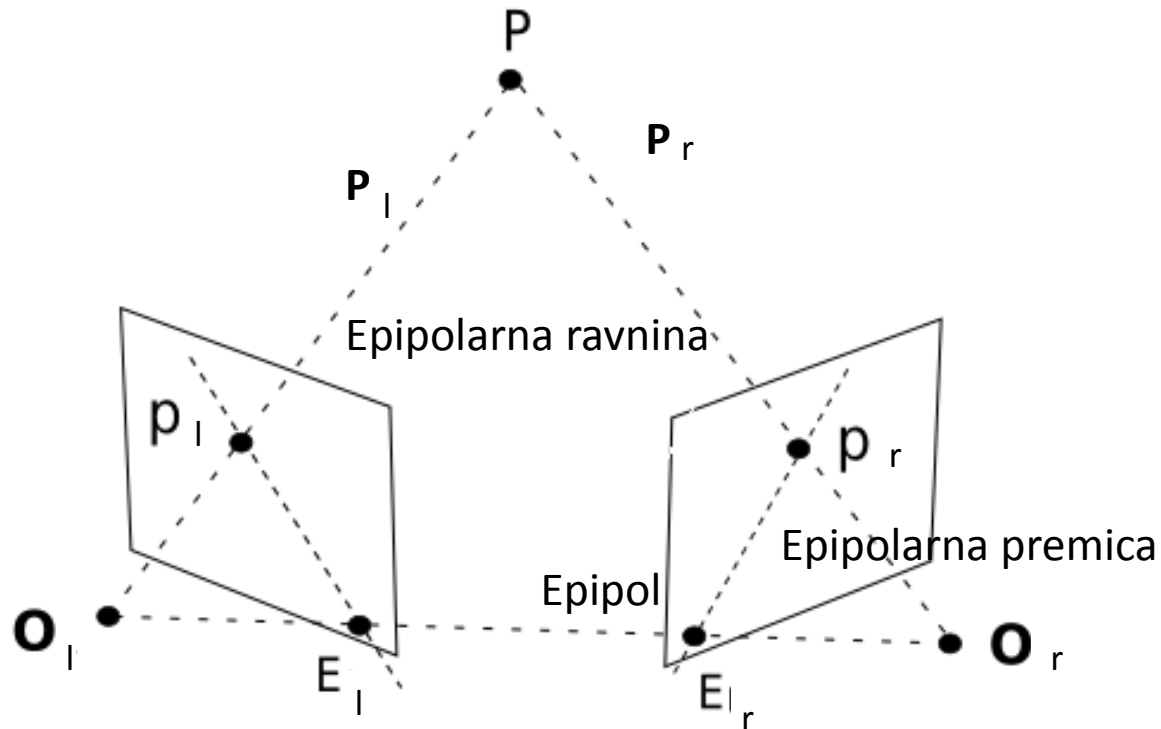
Koordinatna sistema dveh kamer sta povezana s premikom in rotacijo

$$\mathbf{T} = (O_r - O_l) \quad \mathbf{P}_r = R(\mathbf{P}_l - \mathbf{T})$$

Premik

Rotacija

# Epipolarna geometrija



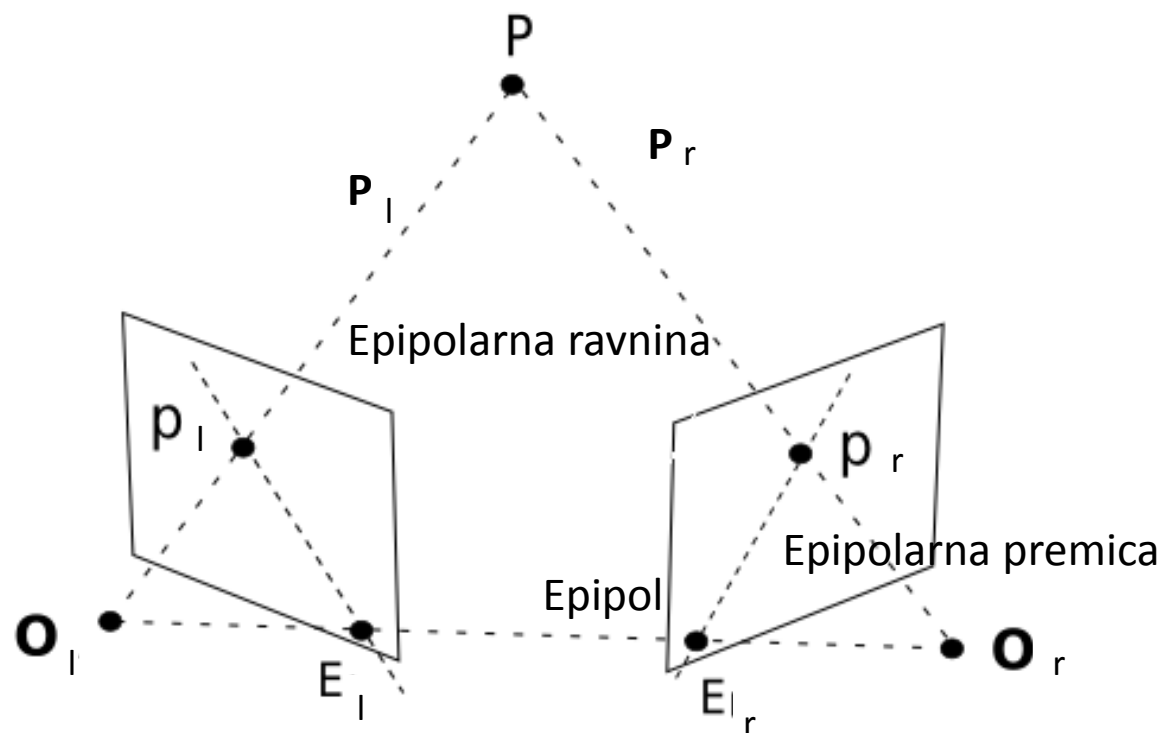
Epipolarna geometrija omejuje možne preslikave točke P

$$\mathbf{T} = (O_r - O_l) \quad \mathbf{P}_r = R(\mathbf{P}_l - \mathbf{T})$$

Epipolarna ravnina

$$(\mathbf{P}_l - \mathbf{T})^T \cdot \mathbf{T} \times \mathbf{P}_l = 0$$

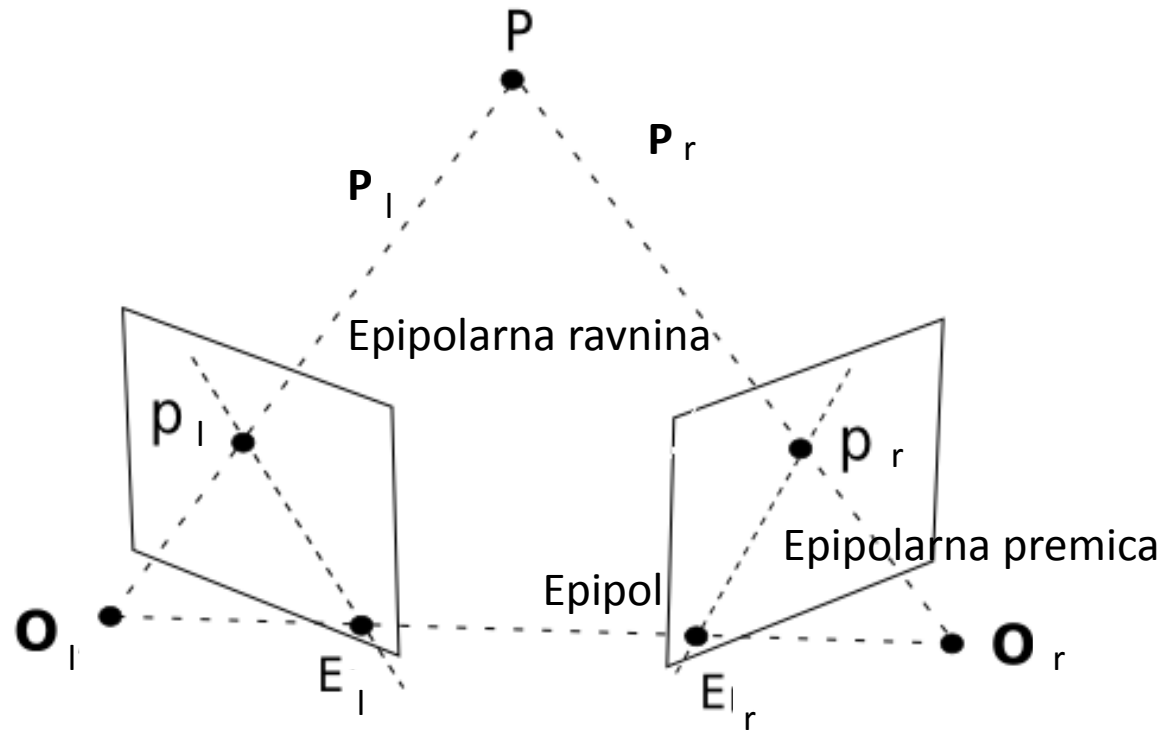
# Kako lahko opišemo medsebojno lego kamer?



$$(\mathbf{P}_l - \mathbf{T})^T \cdot \mathbf{T} \times \mathbf{P}_l = 0 \quad \mathbf{P}_r = R(\mathbf{P}_l - \mathbf{T})$$

$$(R^T \mathbf{P}_r)^T \mathbf{T} \times \mathbf{P}_l = 0$$

# Osnovna matrika (essential matrix) E

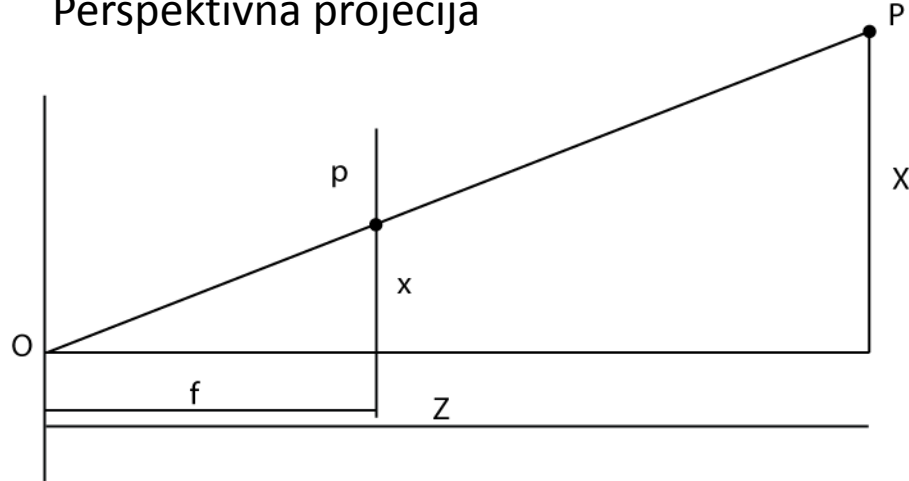


$$\left. \begin{aligned} (R^T \mathbf{P}_r)^T \mathbf{T} \times \mathbf{P}_l &= 0 \\ \mathbf{T} \times \mathbf{P}_l &= S \mathbf{P}_l \end{aligned} \right\} \begin{aligned} \mathbf{P}_r^T E \mathbf{P}_l &= 0 \\ E &= RS \end{aligned}$$

$$S = \begin{pmatrix} 0 & -T_z & T_y \\ T_z & 0 & -T_x \\ -T_y & T_x & 0 \end{pmatrix}$$

# Osnovna matrika in koordinate slikovnih elementov

Perspektivna projekcija



$$x = f \cdot X / Z$$

$$\mathbf{p}_1 = (f_l \cdot \mathbf{P}_1) / Z_l$$

$$y = f \cdot Y / Z$$

$$\mathbf{p}_r = (f_r \cdot \mathbf{P}_r) / Z_r$$

$$\mathbf{p}_r^T E \mathbf{p}_1 = 0$$



# Notranji parametri kamere

$$\mathbf{p}_r^T E \mathbf{p}_l = 0$$

E določa zunanja razmerja dveh kamer

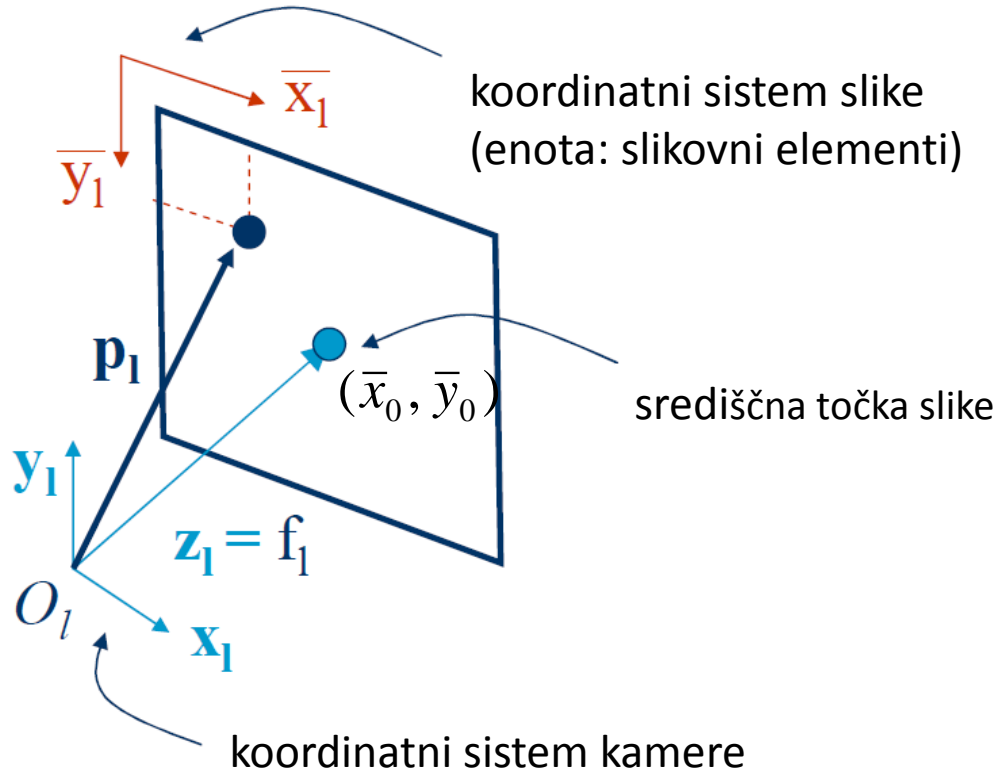
Notranji parametri:

$m_x$  s.e. na enoto

$m_y$

$$\bar{x}_0 = m_x p_x$$

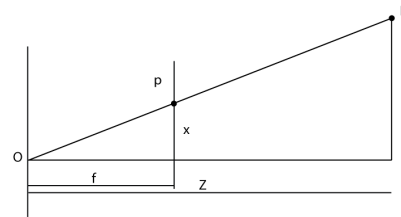
$$\bar{y}_0 = m_y p_y$$



$$M = \begin{bmatrix} f_l m_x & s & \bar{x}_0 \\ 0 & f_l m_y & \bar{y}_0 \\ 0 & 0 & 1 \end{bmatrix}$$

## Končni projektivni model kamere (camera matrix)

$$M = \begin{bmatrix} f_l m_x & s & \bar{x}_0 \\ 0 & f_l m_y & \bar{y}_0 \\ 0 & 0 & 1 \end{bmatrix}$$



$$MR[I \mid -\mathbf{C}]$$

$$\mathbf{p} = MR[I \mid -\mathbf{C}]\mathbf{P}$$

Zunanji parametri

11 prostostnih stopenj

## Fundamentalna matrika

$$F = M_r^{-T} E M_l^{-1}$$

$$\mathbf{p}_l = M_l^{-1} \bar{\mathbf{p}}_l \quad \mathbf{p}_r = M_r^{-1} \bar{\mathbf{p}}_r$$

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

Fundamentalna matrika povezuje **slikovne koordinate** dveh kamer  
9 prostostnih stopenj

**E opisuje zunanje (extrinsic) parametre kamer**

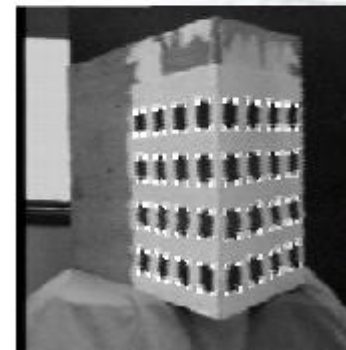
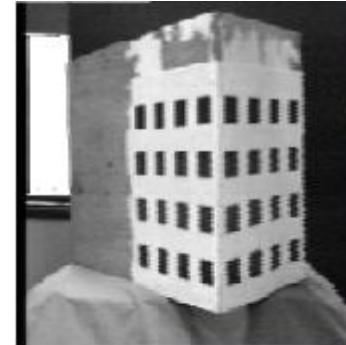
**F opisuje zunanje in notranje (intrinsic) parametre**

# Kalibracija

a) izračunamo  $M_l$ ,  $M_r$  in  $E$

ali

b) izračunamo  $F$  (neposredna kalibracija)



Neposredna kalibracija

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

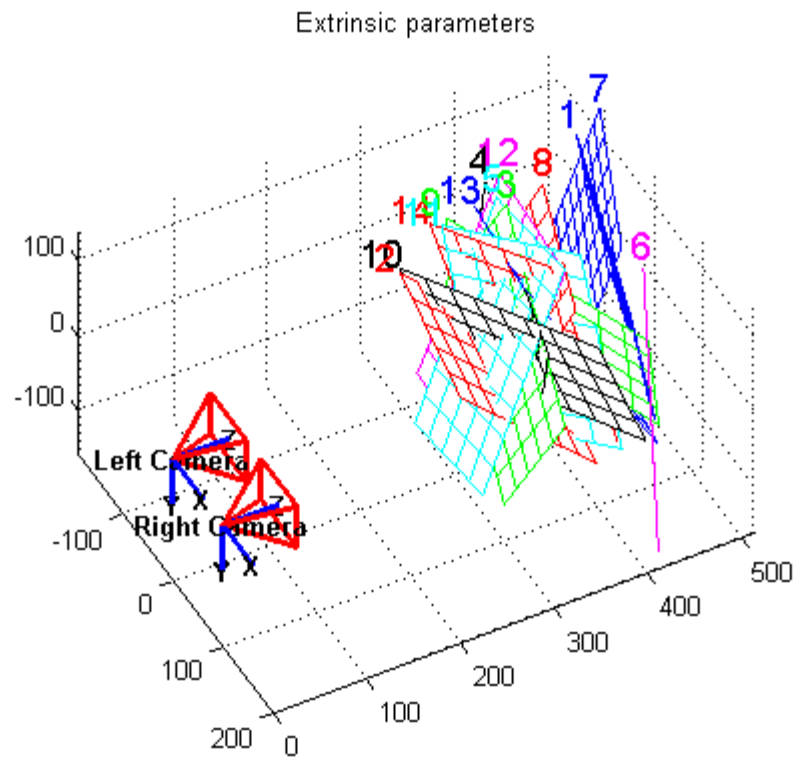
Potrebujemo vsaj 8 (linearno neodvisnih) ujemanj (natančnost do merila)

## Radialna in tangentsna deformacija

$$\mathbf{x}_d = \begin{bmatrix} x_d(1) \\ x_d(2) \end{bmatrix} = \left( 1 + kc(1)r^2 + kc(2)r^4 + kc(5)r^6 \right) \mathbf{x}_n + d\mathbf{x}$$

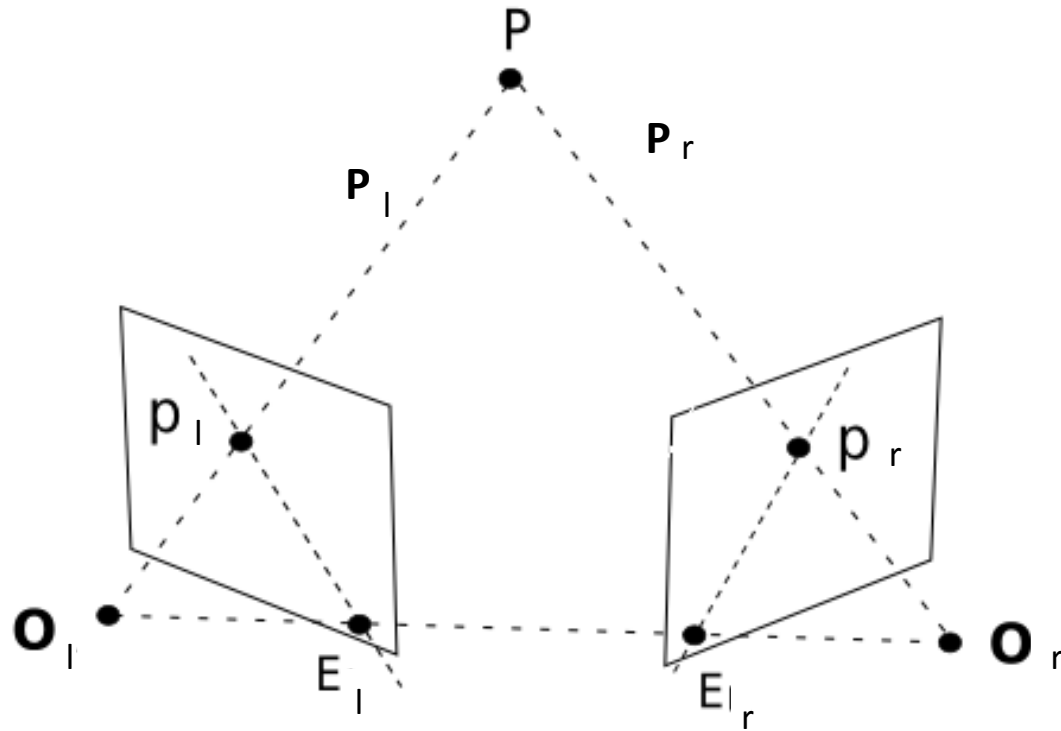
$$d\mathbf{x} = \begin{bmatrix} 2 kc(3) x y + kc(4) (r^2 + 2x^2) \\ kc(3) (r^2 + 2y^2) + 2 kc(4) x y \end{bmatrix}$$

← Tangentsna



# STEREO VID

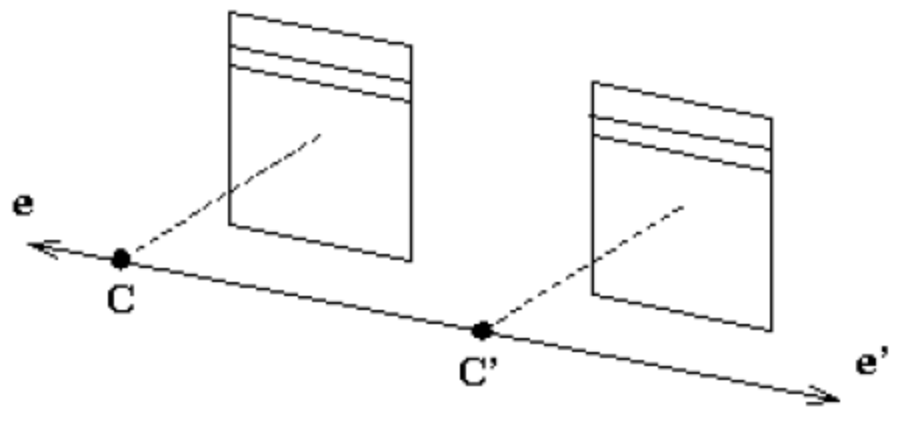
# Epipolarna geometrija stereo sistema



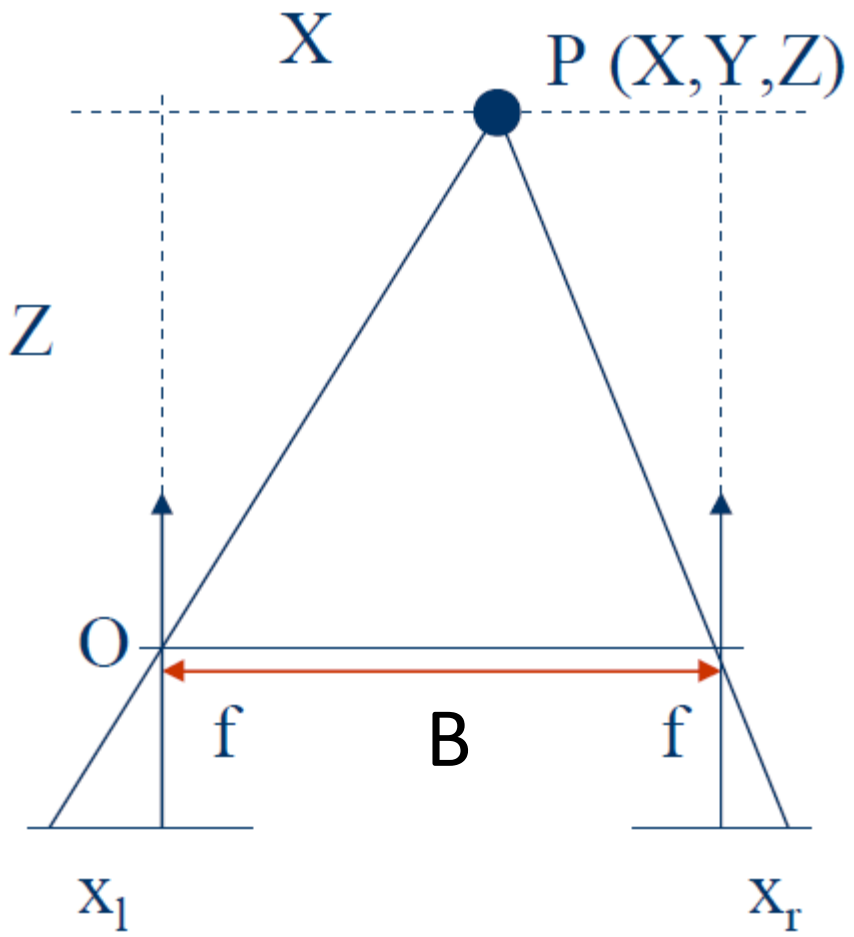
<http://www.ai.sri.com/~luong/research/Meta3DViewer/EpipolarGeo.html>



# Epipolarna geometrija stereo sistema – vzporedni ravnini, $f_l = f_r$ , vodoraven raster



Epipolarna geometrija stereo sistema – vzporedni ravnini, fl = fr, vodoraven raster



$$\frac{x_l}{f} = \frac{X}{Z} \Rightarrow x_l = \frac{fX}{Z}$$

$$\frac{x_r}{f} = \frac{X - B}{Z} \Rightarrow x_r = \frac{f(X - B)}{Z}$$

$$x_r - x_l = \frac{f}{Z} [X - (X - B)]$$

$$Z = \frac{fB}{x_r - x_l}$$