

# Mathematical Foundations of Computer Vision

## Example Solution – Assignment 8

### Solution of Exercise No. 1

Let the essential matrix

$$E = \begin{pmatrix} 0.76 & 4.32 & -2.4 \\ -4.32 & 1.76 & 1.8 \\ 0 & 0 & 0 \end{pmatrix} \quad (1)$$

be given. A singular value decomposition for  $E$  is

$$E = \begin{pmatrix} 0.8 & 0.6 & 0 \\ -0.6 & 0.8 & 0 \\ 0 & 0 & 1 \end{pmatrix} \begin{pmatrix} 5 & 0 & 0 \\ 0 & 5 & 0 \\ 0 & 0 & 0 \end{pmatrix} \begin{pmatrix} 0.64 & 0.48 & -0.6 \\ -0.6 & 0.8 & 0 \\ 0.48 & 0.36 & 0.8 \end{pmatrix} \quad (2)$$

Compute the epipoles in both images. Give them in homogeneous coordinates.

We have  $E = U\Sigma V^T$ . We also have the relations

$$(i) \quad E\vec{e}_1 = \vec{0} \quad \text{and} \quad (ii) \quad E^T\vec{e}_1 = \vec{0}$$

for the two epipoles  $\vec{e}_1, \vec{e}_2$ .

(i) The relation  $U\Sigma V^T e_1 = \vec{0}$  is satisfied for  $e_1$  being identical to the last row of  $V^T$ , because with  $V = [v_1, v_2, v_3]$  we always obtain

$$U\Sigma[v_1, v_2, v_3]^T v_3 = U\Sigma \begin{pmatrix} \langle v_1, v_3 \rangle \\ \langle v_2, v_3 \rangle \\ \langle v_3, v_3 \rangle \end{pmatrix} = U\Sigma \begin{pmatrix} 0 \\ 0 \\ 1 \end{pmatrix} = U \begin{pmatrix} \sigma & 0 & 0 \\ 0 & \sigma & 0 \\ 0 & 0 & 0 \end{pmatrix} \begin{pmatrix} 0 \\ 0 \\ 1 \end{pmatrix} = U\vec{0} = \vec{0}$$

Therefore

$$\vec{e}_1 = \begin{pmatrix} 0.48 \\ 0.36 \\ 0.8 \end{pmatrix} \sim \begin{pmatrix} 0.6 \\ 0.45 \\ 1 \end{pmatrix}$$

(ii) The relation

$$(U\Sigma V^T)^T e_2 = \vec{0} \Leftrightarrow V\Sigma U^T e_2 = \vec{0}$$

holds, if analogously to the procedure above  $\vec{e}_2$  is given by the last row of  $U^T$ , i.e.  $\vec{e}_2 = (0, 0, 1)^T$ .

### Solution of Exercise No. 2

Consider homogeneous transformations  $H$  (expressed as  $3 \times 3$ -matrix) in the (projective) image plane. Determine  $H$  such that the points with homogeneous coordinates

$$\vec{a} = (0, 0, 1)^T, \quad \vec{b} = (1, 0, 1)^T, \quad \vec{c} = (1, 1, 1)^T, \quad \vec{d} = (0, 1, 1)^T \quad (3)$$

are mapped to the points with homogeneous coordinates

$$\vec{a}' = (6, 5, 1)^T, \quad \vec{b}' = (4, 3, 1)^T, \quad \vec{c}' = (6, 4.5, 1)^T, \quad \vec{d}' = (10, 8, 1)^T \quad (4)$$

respectively.

In order to determine  $H$ , we make use of the constraints

$$H\vec{a} = \alpha\vec{a}', \quad H\vec{b} = \beta\vec{b}', \quad H\vec{c} = \gamma\vec{c}', \quad H\vec{d} = \delta\vec{d}'$$

wher we have introduced as appropriate for the homogeneous setting the unknown scaling parameters  $\alpha, \beta, \gamma, \delta$ .

This results in the following system of equations:

$$\begin{pmatrix} h_{11} & h_{12} & h_{13} \\ h_{21} & h_{22} & h_{23} \\ h_{31} & h_{32} & h_{33} \end{pmatrix} \begin{pmatrix} 0 & 1 & 1 & 0 \\ 0 & 0 & 1 & 1 \\ 1 & 1 & 1 & 1 \end{pmatrix} = \begin{pmatrix} 6\alpha & 4\beta & 6\gamma & 10\delta \\ 5\alpha & 3\beta & 4.5\gamma & 8\delta \\ \alpha & \beta & \gamma & \delta \end{pmatrix}$$

We now head for an adequate formulation enabling the numerical solution of the problem by standard numerical software.

Stacking the unknowns – i.e. the nine entries of  $H$  columnwise, plus the four scaling variables – into a vector  $v$ , we obtain  $Gv = \vec{0}$  where

$$G = \begin{bmatrix} 0 & 0 & 1 & 0 & 0 & 0 & 0 & 0 & 0 & 6 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 & 1 & 0 & 0 & 0 & 5 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 1 & 1 & 0 & 0 & 0 \\ 1 & 0 & 1 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 4 & 0 & 0 \\ 0 & 0 & 0 & 1 & 0 & 1 & 0 & 0 & 0 & 0 & 3 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 & 0 & 1 & 0 & 1 & 0 & 1 & 0 & 0 \\ 1 & 1 & 1 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 6 & 0 \\ 0 & 0 & 0 & 1 & 1 & 1 & 0 & 0 & 0 & 0 & 0 & 4.5 & 0 \\ 0 & 0 & 0 & 0 & 0 & 0 & 1 & 1 & 1 & 0 & 0 & 1 & 0 \\ 0 & 1 & 1 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 10 \\ 0 & 0 & 0 & 0 & 1 & 1 & 0 & 0 & 0 & 0 & 0 & 0 & 8 \\ 0 & 0 & 0 & 0 & 0 & 0 & 1 & 1 & 0 & 0 & 0 & 0 & 1 \end{bmatrix}$$

We have 13 unknowns and 12 equations, i.e.  $H$  is only determined up to a scale.

Solving this system of equations and expressing all entries of  $H$  in terms of  $\alpha$  gives

$$H = \alpha \begin{pmatrix} 2 & 4 & 6 \\ 1 & 3 & 5 \\ 1 & 0 & 1 \end{pmatrix}$$