

If these three vectors are coplanar x_1 t x_2 then

$$x_2 \bullet (t \times x_1) = 0$$

For this to work, everything needs to be in the same coordinate system (camera1, camera2, or world)

Cross Products

$$\mathbf{a} \times \mathbf{v} = \begin{bmatrix} a_y v_z - a_z v_y \\ a_z v_x - a_x v_z \\ a_x v_y - a_y v_x \end{bmatrix}$$

$$= \begin{bmatrix} 0 & -a_z & a_y \\ a_z & 0 & -a_x \\ -a_y & a_x & 0 \end{bmatrix} \begin{bmatrix} v_x \\ v_y \\ v_z \end{bmatrix}$$

$$= \mathbf{A} \mathbf{v}$$

MATLAB Extrinsics Matrix

Converts world coordinates to camera coordinates

$$\begin{bmatrix} x_c & y_c & z_c \end{bmatrix} = \begin{bmatrix} x_w & y_w & z_w \end{bmatrix} \mathbf{R} + \mathbf{T}$$

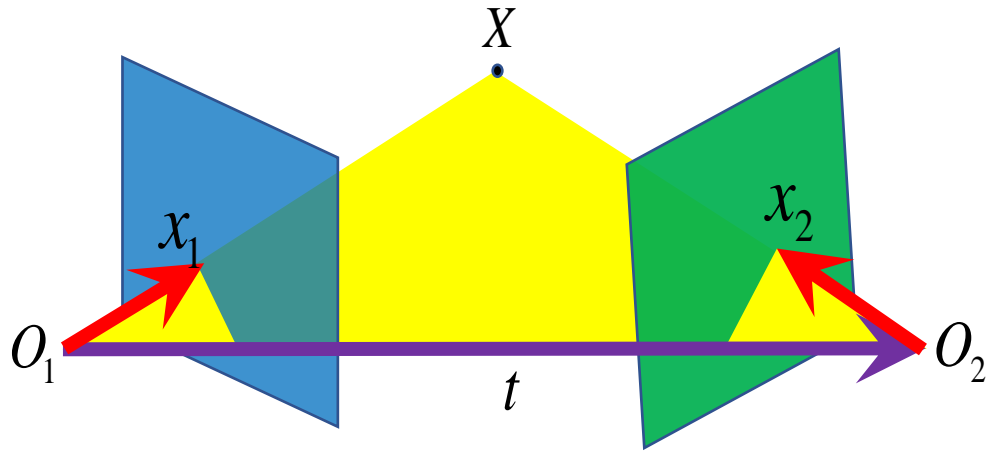
\mathbf{T} is world origin in camera coordinates

camera origin in world coordinates

$$\begin{bmatrix} 0 & 0 & 0 \end{bmatrix} = \begin{bmatrix} x_w & y_w & z_w \end{bmatrix} \mathbf{R} + \mathbf{T}$$

$$\begin{bmatrix} x_w & y_w & z_w \end{bmatrix} = -\mathbf{T}\mathbf{R}^T$$

Essential Matrix



Assume row vectors (1x3)

$$\mathcal{E} = R_2^T \mathbf{T}_{skew} R_1$$

Essential Matrix

[Longuet-Higgins 1981]

$$\mathbf{T}_W = -\mathbf{TR}^T \quad x_{1W} = x_1 R_1^T$$

$$t = \mathbf{T}_{W2} - \mathbf{T}_{W1} \quad x_{2W} = x_2 R_2^T$$

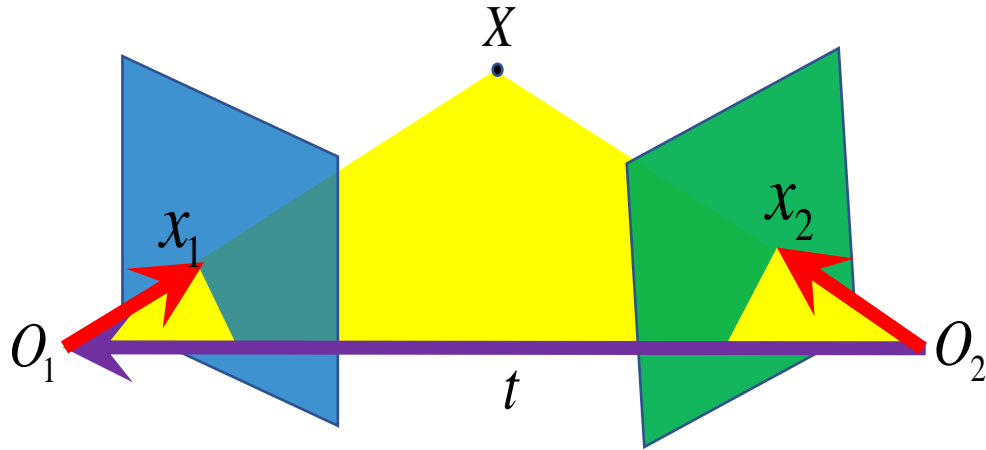
$$x_{2W} \bullet (\mathbf{T}_w \times x_{1W}) = 0$$

$$x_{2W} \mathbf{T}_{skew} x_{1W}^T = 0$$

$$x_2 R_2^T \mathbf{T}_{skew} R_1 x_1^T = 0$$

$$x_2 \mathcal{E} x_1^T = 0$$

Essential Matrix



Assume row vectors (1x3)

$$\mathcal{E} = R_2^T \mathbf{T}_{skew} R_1$$

Essential Matrix
[Longuet-Higgins 1981]

Use camera2 as reference

$$\mathbf{T}_W = -\mathbf{T}\mathbf{R}^T \quad x_{1,2} = x_1 R_1^T R_2$$

$$t = (\mathbf{T}_{W2} - \mathbf{T}_{W1}) \mathbf{R}_2 \quad x_2 = x_2$$

$$x_2 \bullet (t \times x_{1,2}) = 0$$

$$x_2 \mathbf{T}_{skew} x_{1,2}^T = 0$$

$$x_2 \mathbf{T}_{skew} (R_2^T R_1) x_1^T = 0$$

$$x_2 \mathcal{E} x_1^T = 0$$

Extract T and R from Essential Matrix

How do we recover t and R ? **Answer:** SVD of \mathcal{E}

$$\mathcal{E} = USV^t$$

S diagonal

U, V orthogonal and $\det() = 1$ (rotation)

$$R = UWV^t \quad \text{or} \quad R = UW^tV^t \quad \vec{t} = u_3 \quad \text{or} \quad \vec{t} = -u_3$$

$$W = \begin{bmatrix} 0 & -1 & 0 \\ 1 & 0 & 0 \\ 0 & 0 & 1 \end{bmatrix}$$

$$u_3 = U(:,3)$$

Ideally S has two identical non-zero values and one zero value

Reconstruction Ambiguity

So we have 4 possible combinations of translations and rotations giving 4 possibilities for

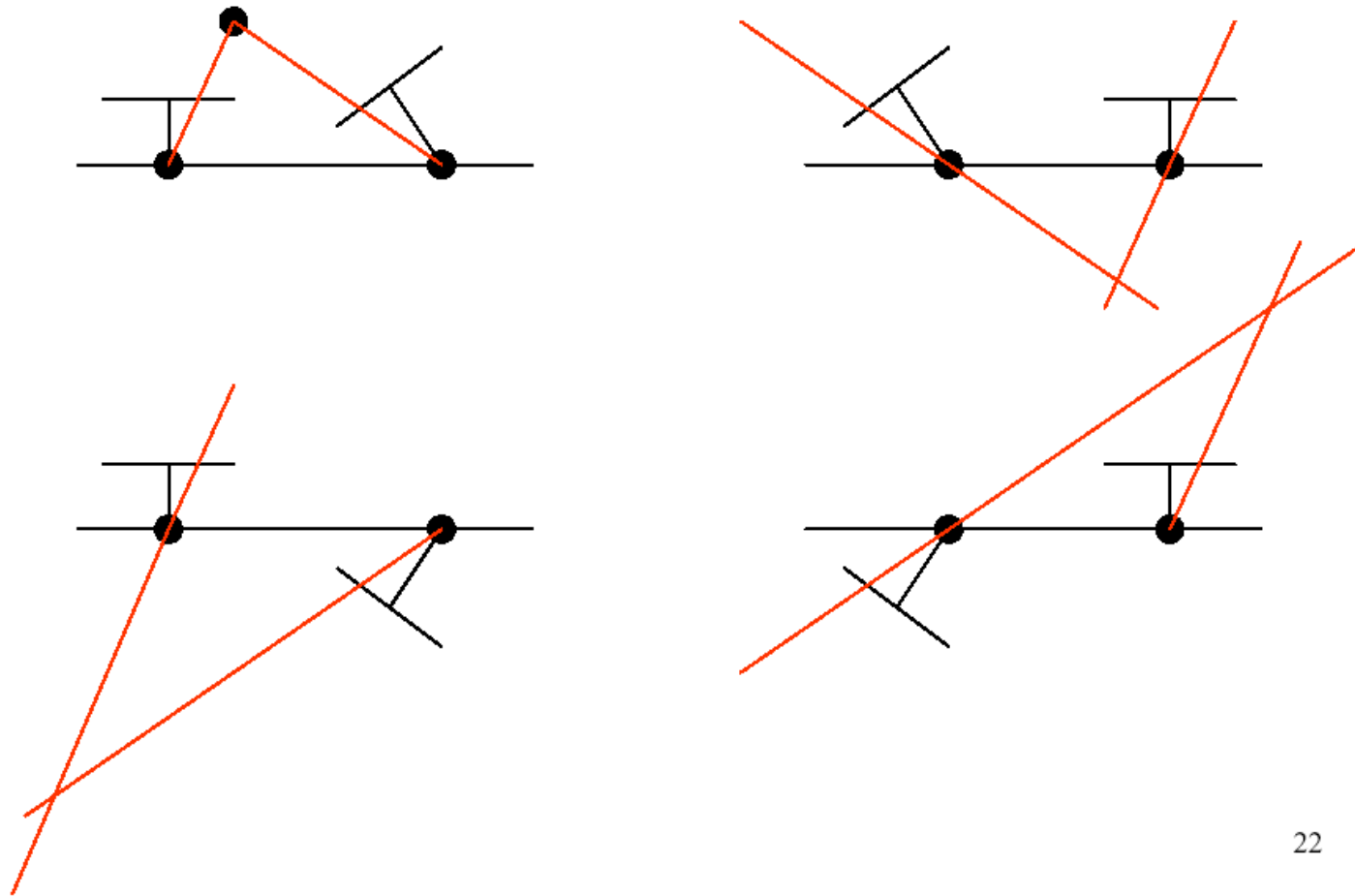
$$\mathbf{M}_2^{norm} = [\mathbf{R} \mid \mathbf{t}]$$

1. $\mathbf{M}_2^{norm} = [\mathbf{U}\mathbf{W}^t\mathbf{V}^t \mid \mathbf{t}]$
2. $\mathbf{M}_2^{norm} = [\mathbf{U}\mathbf{W}\mathbf{V}^t \mid \mathbf{t}]$
3. $\mathbf{M}_2^{norm} = [\mathbf{U}\mathbf{W}^t\mathbf{V}^t \mid -\mathbf{t}]$
4. $\mathbf{M}_2^{norm} = [\mathbf{U}\mathbf{W}\mathbf{V}^t \mid -\mathbf{t}]$

Maybe if \mathbf{t} is negative then \mathbf{R} should be negative?

Which one is right?

- We can determine which of these is correct by looking at their geometric interpretation.



Which one is right?

- The correct pair will have our data points in front of both cameras.
- How do we choose the correct pair?
- Procedure:
 - Take a test point from data
 - Backproject to find 3D location
 - Determine the depth of 3D point in both cameras
 - Choose the camera pair that has a positive depth for both cameras.

Fundamental Matrix

The Fundamental matrix is a generalization of the Essential matrix, where the assumption of calibrated cameras is removed

$$p = x\mathbf{K}$$

$$x_2 \mathcal{E} x_1^T = 0$$

The p vector gives image coordinates (in pixels) from the x vector, which contains normalized camera coordinates.

$$p \operatorname{inv}(\mathbf{K}) = x$$

$$p_2 \operatorname{inv}(\mathbf{K}_2) \mathcal{E} \operatorname{inv}(\mathbf{K}_1)^T p_1 = 0$$

$$\mathcal{F} = \operatorname{inv}(\mathbf{K}_2) \mathcal{E} \operatorname{inv}(\mathbf{K}_1)^T$$

$$p_2 \mathcal{F} p_1^T = 0$$