

3D Computer Vision

Radim Šára Martin Matoušek

Center for Machine Perception
Department of Cybernetics
Faculty of Electrical Engineering
Czech Technical University in Prague

<https://cw.fel.cvut.cz/wiki/courses/tdv/start>

<http://cmp.felk.cvut.cz>

<mailto:sara@cmp.felk.cvut.cz>

phone ext. 7203

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Open Informatics Master's Course

► Stripping MH Down To Get RANSAC [Fischler & Bolles 1981]

- when we are interested in the best config only... and we need fast data exploration...

... then the sampling procedure simplifies:

1. given C_t , draw a random sample S from $q(S|C_t)$ $q(S)$ independent sampling
no use of information from C_t

2. compute acceptance probability

$$a = \min \left\{ 1, \frac{\pi(S)}{\pi(C_t)} \cdot \frac{q(C_t | S)}{q(S | C_t)} \right\}$$

difficult

3. draw a random number u from unit-interval uniform distribution $U_{0,1}$
4. if $u \leq a$ then $C_{t+1} := S$ else $C_{t+1} := C_t$
5. if $\pi(S) > \pi(C_{\text{best}})$ then remember $C_{\text{best}} := S$

Steps 2–4 make no difference when waiting for the best sample configuration

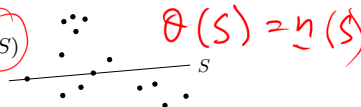
- ... but getting a good accuracy configuration might take very long this way
- good overall exploration but slow convergence in the vicinity of a mode where C_t could serve as an attractor
- cannot use the past generated configurations to estimate any parameters
- we will fix these problems by (possibly robust) 'local optimization'

► RANSAC with Local Optimization and Early Stopping

- initialize the best configuration as empty $C_{\text{best}} := \emptyset$ and time $t := 0$
- estimate the number of needed proposals as $N := \binom{n}{s}$ n – No. of primitives, s – minimal config size
- while $t \leq N$:

a) propose a minimal random config S of size s from $q(S)$

voľnosť



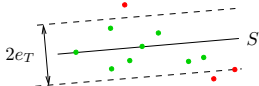
b) if $\pi(S) > \pi(C_{\text{best}})$ then

i) update the best config $C_{\text{best}} := S$

$\pi(S)$ marginalized as in (26); $\pi(S)$ includes a prior \Rightarrow MAP

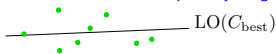
ii) threshold-out inliers using e_T from (27)

$$q = \binom{n}{s}^{-1}$$



iii) start local optimization from the inliers of C_{best}

LM optimization with robustified (\rightarrow 115) Sampson error possibly weighted by posterior $\pi(m_{ij})$ [Chum et al. 2003]



iv) update C_{best} , update inliers using (27), re-estimate N from inlier counts

\rightarrow 124 for derivation

$$N = \frac{\log(1 - P)}{\log(1 - \varepsilon^s)}, \quad \varepsilon = \frac{|\text{inliers}(C_{\text{best}})|}{m n}$$

c) $t := t + 1$

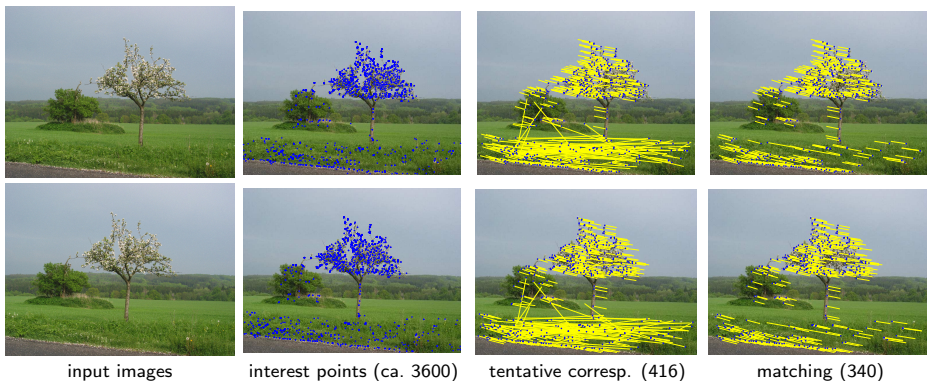
4. output C_{best}

$$\varepsilon_k = (1 - \rho_k) \varepsilon_{k-1} + \rho_k \varepsilon_k^u \quad \rho \approx 1/k$$

• see [MPV course](#) for RANSAC details

see also [Fischler & Bolles 1981], [25 years of RANSAC]

Example Matching Results for the 7-point Algorithm with RANSAC



- no descriptors used
- notice some wrong matches (they have wrong depth, even negative)
remember: hidden labels $\rightarrow 111$
- they cannot be rejected without additional constraints or scene knowledge
- without local optimization the minimization is over a discrete set of epipolar geometries proposable from 7-tuples

Beyond RANSAC

By marginalization in (23) we have lost constraints on M (e.g. uniqueness). One can choose a better model when not marginalizing:

$$\pi(M, \mathbf{F}, E, D) = \underbrace{p(E | M, \mathbf{F})}_{\text{reprojection error}} \cdot \underbrace{p(D | M)}_{\text{similarity}} \cdot \underbrace{p(\mathbf{F})}_{\text{prior}} \cdot \underbrace{P(M)}_{\text{constraints}}$$

this is a global model: decisions on m_{ij} are no longer independent!

In the MH scheme

- one can work with full $p(M, \mathbf{F} | E, D)$, then configuration $C = M$ \mathbf{F} computable from M
 - explicit labeling m_{ij} can be done by, e.g. sampling from

$$q(m_{ij} | \mathbf{F}) \sim ((1 - P_0) p_1(e_{ij} | \mathbf{F}), P_0 p_0(e_{ij} | \mathbf{F}))$$

when $P(M)$ uniform then always accepted, $a = 1$

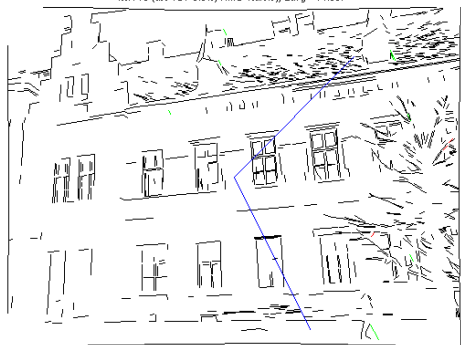
⊗ derive

- we can compute the posterior probability of each match $p(m_{ij})$ by histogramming m_{ij} from $\{C_i\}$
- local optimization can then use explicit inliers and $p(m_{ij})$
- error can be estimated for the elements of \mathbf{F} from $\{C_i\}$ does not work in RANSAC!
- large error indicates problem degeneracy this is not directly available in RANSAC
- good conditioning is not a requirement we work with the entire distribution $p(\mathbf{F})$
- one can find the most probable number of epipolar geometries by reversible jump MCMC
(homographies or other models) and Bayesian model selection
if there are multiple models explaining data, RANSAC will return one of them randomly

Example: MH Sampling for a More Complex Problem

Task: Find two vanishing points from line segments detected in input image. Principal point is known, square pixel.

iter: 10 (acc TOT=0.0%, HMC=NaN%), Eavg = 14.597



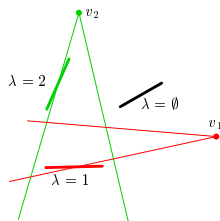
video

simplifications

- vanishing points restricted to the set of all pairwise segment intersections
- mother lines fixed by segment centroid, then θ_L uniquely given by λ_i , and the configuration is

$$C = \{v_1, v_2, \Lambda\}$$

- primitives = line segments
- latent variables
 1. each line has a vanishing point label $\lambda_i \in \{\emptyset, 1, 2\}$, \emptyset represents an outlier
 2. 'mother line' parameters θ_L (they pass through their vanishing points)
- explicit variables
 1. two unknown vanishing points v_1, v_2
- marginal proposals (v_i fixed, v_j proposed)
- minimal configuration $s = 2$



$$\arg \min_{v_1, v_2, \Lambda, \theta_L} V(v_1, v_2, \Lambda, \theta_L)$$

3D Structure and Camera Motion

6.1 Reconstructing Camera System: From Triples and from Pairs

6.2 Bundle Adjustment

covered by

- [1] [H&Z] Secs: 9.5.3, 10.1, 10.2, 10.3, 12.1, 12.2, 12.4, 12.5, 18.1
- [2] Triggs, B. et al. Bundle Adjustment—A Modern Synthesis. In *Proc ICCV Workshop on Vision Algorithms*. Springer-Verlag. pp. 298–372, 1999.

additional references



D. Martinec and T. Pajdla. Robust Rotation and Translation Estimation in Multiview Reconstruction. In *Proc CVPR*, 2007



M. I. A. Lourakis and A. A. Argyros. SBA: A Software Package for Generic Sparse Bundle Adjustment. *ACM Trans Math Software* 36(1):1–30, 2009.

► Reconstructing Camera System by Gluing Camera Triples

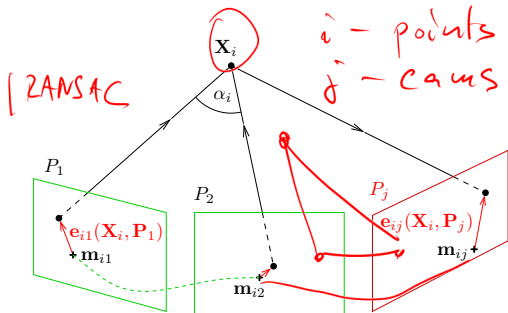
Given: Calibration matrices \mathbf{K}_j and tentative correspondences per camera triples.

Initialization

1. initialize camera cluster \mathcal{C} with P_1, P_2 ,
2. find essential matrix \mathbf{E}_{12} and matches M_{12} by the 5-point algorithm $\rightarrow 88$
3. construct camera pair

$$\mathbf{P}_1 = \mathbf{K}_1 [\mathbf{I} \quad \mathbf{0}], \quad \mathbf{P}_2 = \mathbf{K}_2 [\mathbf{R} \quad \mathbf{t}]$$

4. triangulate $\{X_i\}$ per match from M_{12} $\rightarrow 106$
5. initialize point cloud \mathcal{X} with $\{X_i\}$ satisfying chirality constraint $z_i > 0$ and apical angle constraint $|\alpha_i| > \alpha_T$



Attaching camera $P_j \notin \mathcal{C}$

1. select points \mathcal{X}_j from \mathcal{X} that have matches to P_j
2. estimate \mathbf{P}_j using \mathcal{X}_j , RANSAC with the 3-pt alg. (P3P), projection errors e_{ij} in \mathcal{X}_j $\rightarrow 66$
3. reconstruct 3D points from all tentative matches from P_j to all $P_l, l \neq k$ that are not in \mathcal{X}
4. filter them by the chirality and apical angle constraints and add them to \mathcal{X}
5. add P_j to \mathcal{C}
6. perform bundle adjustment on \mathcal{X} and \mathcal{C} coming next $\rightarrow 138$

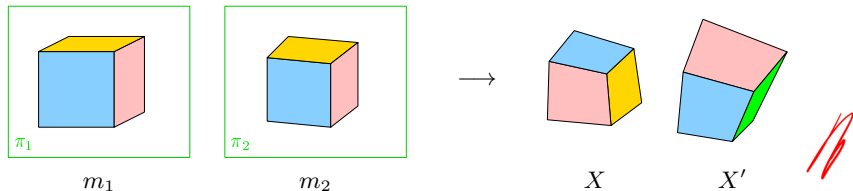
► The Projective Reconstruction Theorem

- We can run an analogical procedure when the cameras remain uncalibrated. But:

Observation: Unless \mathbf{P}_i are constrained, then for any number of cameras $i = 1, \dots, k$

$$\underline{m}_i \simeq \mathbf{P}_i \underline{\mathbf{X}}_i = \underbrace{\mathbf{P}_i \mathbf{H}^{-1}}_{\mathbf{P}'_i} \underbrace{\mathbf{H} \underline{\mathbf{X}}}_{\underline{\mathbf{X}}'} = \mathbf{P}'_i \underline{\mathbf{X}}'$$

- when \mathbf{P}_i and $\underline{\mathbf{X}}$ are both determined from correspondences (including calibrations \mathbf{K}_i), they are given up to a common 3D homography \mathbf{H}
(translation, rotation, scale, shear, pure perspectivity)



- when cameras are internally calibrated (\mathbf{K}_i known) then \mathbf{H} is restricted to a similarity since it must preserve the calibrations \mathbf{K}_i [H&Z, Secs. 10.2, 10.3], [Longuet-Higgins 1981]
(translation, rotation, scale)

Thank You





