Camera and stereo examples

1. **3D PCL** \Rightarrow **RGB:** Consider a perspective camera with the following intrinsic camera parameters K, camera rotation matrix R, and translation vector t:

$$\mathbf{K} = \begin{bmatrix} 500 & 0 & 500 \\ 0 & 500 & 250 \\ 0 & 0 & 1 \end{bmatrix}, \mathbf{R} = \begin{bmatrix} 1 & 0 & 0 \\ 0 & 0 & -1 \\ 0 & 1 & 0 \end{bmatrix}, \mathbf{t} = \begin{bmatrix} -2 \\ 0 \\ -1 \end{bmatrix},$$

a) Construct camera projection matrix $\mathbf{P} \in \mathcal{R}^{3\times 4}$:

P =

b) Project point

$$\mathbf{q} = \begin{bmatrix} 1 \\ 3 \\ 0 \end{bmatrix}$$

into the camera. What are pixel coordinates $\mathbf{u} \in \mathcal{R}^2$ of the projection?

 $u_1 =$

 $u_2 =$

2. **RGBD** \Rightarrow **3D PCL**: Consider the RGBD perspective camera with the previously defined parameters:

$$\mathbf{K} = \begin{bmatrix} 500 & 0 & 500 \\ 0 & 500 & 250 \\ 0 & 0 & 1 \end{bmatrix}, \mathbf{R} = \begin{bmatrix} 1 & 0 & 0 \\ 0 & 0 & -1 \\ 0 & 1 & 0 \end{bmatrix}, \mathbf{t} = \begin{bmatrix} -2 \\ 0 \\ -1 \end{bmatrix},$$

You are given pixel coordinates $\mathbf{u} = [500; -50]$. Depth estimated at this coordinates by the RGBD sensor is $D(\mathbf{u}) = 3$. What is corresponding 3D point $\mathbf{q} \in \mathcal{R}^3$? **Hint:** $q_z = D(\mathbf{u})$

3. Stereo reconstruction from 2D-2D correspondences: Consider a stereo pair created from two perspective cameras with the following intrinsic camera parameters K, camera rotation matrices R_1, R_2 and translation vectors t_1, t_2 :

$$\mathbf{K} = \begin{bmatrix} 500 & 0 & 500 \\ 0 & 500 & 250 \\ 0 & 0 & 1 \end{bmatrix}, \mathbf{R_1} = \begin{bmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & 0 & 1 \end{bmatrix}, \mathbf{R_2} = \begin{bmatrix} 1 & 0 & 0 \\ 0 & 0 & -1 \\ 0 & 1 & 0 \end{bmatrix}, \mathbf{t_1} = \begin{bmatrix} 0 \\ 0 \\ 0 \end{bmatrix}, \mathbf{t_2} = \begin{bmatrix} 2 \\ 1 \\ 1 \end{bmatrix},$$

You are given one 2D-2D correspondence $\mathbf{u} = [1500, 1250]^{\top}$ (pixel coordinates in camera \mathbf{P}), $\mathbf{v} = [1500, 250]^{\top}$ (pixel coordinates in camera \mathbf{S}). Estimate position of the corresponding 3D point $\mathbf{q} \in \mathcal{R}^3$.

a) Construct camera projection matrix of both matrices $\mathbf{P}, \mathbf{S} \in {}^{3\times 4}$:

$$P =$$

$$S =$$

b) Formulate the problem of the 3D reconstruction as a solution of the following set of linear equations $\mathbf{A}_{[4\times3]}\mathbf{q}_{[3\times1]} = \mathbf{b}_{[4\times1]}$

$$\mathbf{A} =$$

$$\mathbf{b} =$$

c) Use arbitrary language or tool (e.g. python/linalg, matlab, C/C++, mathematica) to solve the problem

$$\mathbf{x} =$$

4. **Stereo epipolar line:** Consider the same stereo pair created from two perspective cameras **P**, **S** with the same previously specified parameters.

$$\mathbf{K} = \begin{bmatrix} 500 & 0 & 500 \\ 0 & 500 & 250 \\ 0 & 0 & 1 \end{bmatrix}, \mathbf{R_1} = \begin{bmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & 0 & 1 \end{bmatrix}, \mathbf{R_2} = \begin{bmatrix} 1 & 0 & 0 \\ 0 & 0 & -1 \\ 0 & 1 & 0 \end{bmatrix}, \mathbf{t_1} = \begin{bmatrix} 0 \\ 0 \\ 0 \end{bmatrix}, \mathbf{t_2} = \begin{bmatrix} 2 \\ 1 \\ 1 \end{bmatrix},$$

Verify if these two pixel coordinates can create 2D-2D correspondence $\mathbf{u} = [1000, 750]^{\mathsf{T}}$ (pixel coordinates in camera \mathbf{P}), $\mathbf{v} = [1000, 250]^{\mathsf{T}}$ (pixel coordinates in camera \mathbf{S}).

a) Estimate relative pose of camera S wrt camera P:

$$\mathbf{R} =$$

$$\mathbf{t} =$$

b) Compute fundamental matrix.

Hint:
$$(\mathbf{R} \times \mathbf{t}) = \mathbf{R} \cdot \begin{bmatrix} 0 & -t_z & t_y \\ t_z & 0 & -t_x \\ -t_y & t_x & 0 \end{bmatrix}$$

$$\mathbf{F} =$$

c) Check if point \mathbf{v} lies in the epipolar line generated by point \mathbf{u}

YES - these two points can create 2D-2D correspondence (they correspond to a single 3D point).

 ${\bf NO}$ - they cannot create 2D-2D correspondence

5. **Lidar calibration:** Given set of 3D-3D correspondences $\{(\mathbf{p}_i, \mathbf{q}_i), \mid i = 1...N\}$ between two lidar scans. Suggest a suitable optimization problem, which estimates rotation \mathbf{R} and translation \mathbf{t} , between these two lidars. Specify also domain of \mathbf{R} and \mathbf{t} . **Hint:** Do not copy it from slides, just think about it and you will figure it out.