

# Multiple View Geometry

Chapter 4 Estimation - 2D Projective Transformations

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## 4.2 Different cost functions (5/6)

The image correspondences define an algebraic variety in  $\mathcal{R}^4$ , and estimating a homography becomes the task of finding a variety.

- A coordinate  $X_i$  in  $\mathcal{R}^4$  is the pair of image points  $(x_i, y_i), (x'_i, y'_i)$ .
- $\mathbf{x}'_i \times (\mathbf{H} \mathbf{x}_i) = \mathbf{0}$  presents the intersection  $X_i$  of two quadrics.
- A variety  $\mathcal{V}_H$  passes (or most nearly passes) through the points  $X_i$ .

Perpendicular distance:



$$\begin{aligned}d_{\perp}(X_i, \mathcal{V}_H) &= \|X_i - \hat{X}_i\|^2 \\ &= (x_i - \hat{x}_i)^2 + (y_i - \hat{y}_i)^2 + (x'_i - \hat{x}'_i)^2 + (y'_i - \hat{y}'_i)^2 \\ &= \frac{d(\mathbf{x}, \hat{\mathbf{x}}_i)^2 + d(\mathbf{x}', \hat{\mathbf{x}}'_i)^2}{\text{reprojection error}}\end{aligned}$$

$\hat{X}_i$  : the closest point to  $X_i$  lying on the variety  $\mathcal{V}_H$ .

## 4.2 Different cost functions (7/7)

### Sampson error:

- first-order approximation to the point  $\hat{X}$
- solvable without iteration

$$\begin{aligned} \text{error function :} \quad & \|\delta_{\mathbf{X}}\| = \delta_{\mathbf{X}}^{\top} \delta_{\mathbf{X}}. \\ \text{condition :} \quad & \mathcal{C}_H(\mathbf{X} + \delta_{\mathbf{X}}) = \mathcal{C}_H(\mathbf{X}) + \frac{\partial \mathcal{C}_H}{\partial \mathbf{X}} \delta_{\mathbf{X}}. \\ \delta_{\mathbf{X}} = (\mathbf{X} - \mathbf{X}^{\top}) \quad & \mathcal{C}_H(\mathbf{X}) = \mathbf{A}\mathbf{h} \end{aligned}$$

The standard way to this solve problem is to use Lagrange multipliers.

$$\begin{cases} f(\mathbf{X}) = \|\delta_{\mathbf{X}}\| \\ g(\mathbf{X}) = \mathbf{J}\delta_{\mathbf{X}} + \epsilon \end{cases}$$

finally,

$$\|\delta_{\mathbf{X}}\|^2 = \delta_{\mathbf{X}}^2 \delta_{\mathbf{X}} = \epsilon^2 (\mathbf{J}\mathbf{J}^{\top})^{-1} \epsilon.$$

## 4.2 Different cost functions (7/7)

Sampson approximation for a conic :