Multiple View Geometry

Chapter 4 Estimation - 2D Projective Transformations

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4.2 Different cost functions (1/4)

Algebraic distance :

DLT minimizes the sum of the next cost function, and we call ϵ_i the algebraic error vector.

$$d_{alg}(oldsymbol{x}_i',oldsymbol{H}oldsymbol{x}_i) = \|\epsilon_i\|^2 = \left| ig| egin{pmatrix} oldsymbol{0}^{ op} & -w_i'oldsymbol{x}_i^{ op} & y_i'oldsymbol{x}_i^{ op} \ w_i'oldsymbol{x}_i^{ op} & oldsymbol{0}^{ op} & -x_i'oldsymbol{x}_i^{ op} \end{pmatrix} oldsymbol{h}
ight| ^2$$

Advantage:

- very good accuracy
- a liner (and thus a unique) solution
- computational cheapness

Disadvantage:

Minimize this distance is not geometrically or statistically meaningful.

4.2 Different cost functions (2/4)

Geometric distance :

The estimated homography is the one for which the <u>transfer error</u> is minimized.



$$\sum_i d(\boldsymbol{x}_i, \boldsymbol{H}^{-1}\boldsymbol{x}_i')^2 + \sum_i d(\boldsymbol{x}_i', \boldsymbol{H}\boldsymbol{x}_i)^2$$

assumption : point are measured to a very high accuracy

4.2 Different cost functions (3/4)

Reprojection error :

This method involves estimating a "correction" for each correspondence. Minimizing this cost function involves determining both \hat{H} and a set of subsidiary correspondence $\{\hat{x}_i\}$ and $\{\hat{x}'_i\}$.

$$\sum_i d(oldsymbol{x}_i, \hat{oldsymbol{x}}_i)^2 + \sum_i d(oldsymbol{x}'_i, oldsymbol{H} \hat{oldsymbol{x}}'_i)^2$$

subject to $\hat{x}_i' = \hat{H} \hat{x}_i orall i$.

Notation:

- \hat{x} : estimated measured image coordinates values of the points
- $ar{x}$: true measured image coordinates values of the points

4.2 Different cost functions (4/4)

Comparison of geometric and algebraic distance :

Let $\boldsymbol{x}'_i = ({x'}_i, {y'}_i, {w'}_i)^\top$ and define a vector $(\hat{x}'_i, \hat{y}'_i, \hat{w}'_i)^\top = \hat{\boldsymbol{x}}'_i = \boldsymbol{H}\bar{\boldsymbol{x}}_i$.

Condition: If $\hat{w}'_i = w'_i = 1$, the two distance are identical...

- The two distance are identical.
- The estimated homography \hat{H} is represented by an affine transformation.
- DLT algorithm can minimize gometric distance.