

## TRIANGULATION

Suppose  $[R, t]$  is given, now calculate  ${}^A X$

$$\lambda_1 \begin{pmatrix} u \\ v \\ 1 \end{pmatrix} = K_A [I \ 0] \begin{matrix} \rightarrow \\ P_A \end{matrix} {}^A X \rightarrow \begin{bmatrix} u \\ v \\ 1 \end{bmatrix} \times (K_A [I \ 0]) {}^A X = 0$$

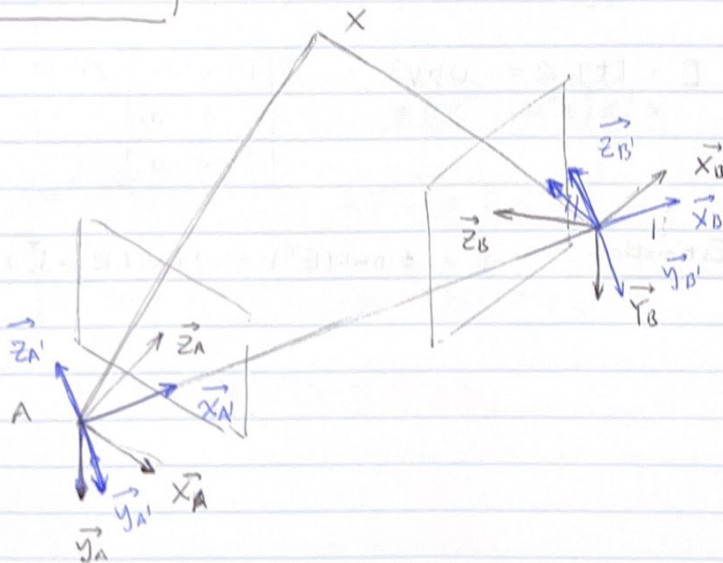
$$\lambda_2 \begin{pmatrix} u \\ v \\ 1 \end{pmatrix} = K_B [R \ t] \begin{matrix} \rightarrow \\ P_B \end{matrix} {}^A X \rightarrow \begin{bmatrix} u \\ v \\ 1 \end{bmatrix} \times (K_B [R \ t]) {}^A X = 0$$

$$\begin{vmatrix} [u] \times P_A \\ [v] \times P_B \end{vmatrix} X = 0 \rightarrow \text{rank}(Z) \rightarrow (A) X = 0$$

4x4

Camera Pose Disambiguation. (Chirality) :  ${}^A X_z > 0$  &  ${}^B X_z > 0$

## RECTIFICATION



▷ Rotate camera in place from A to A'.

$$R_{rect} = {}^A R_{A'}$$

$$\lambda_1 \begin{pmatrix} u \\ 1 \end{pmatrix} = K_A [I \ 0]^A X$$

$${}^A R_{A'} = [r_x \ r_y \ r_z]$$

$$\lambda_2 \begin{pmatrix} u' \\ 1 \end{pmatrix} = K_A \overset{R_{rect}}{R_{A'}} \cdot X$$

$$\begin{cases} r_x = \frac{{}^A t}{\|{}^A t\|} \\ r_z = \vec{z}_A - (\vec{z}_A \cdot \vec{x}_{A'}) \cdot \vec{x}_{A'} \\ r_y = r_x \times r_z. \end{cases}$$

$$\begin{pmatrix} u' \\ 1 \end{pmatrix} = \underbrace{K_A R_{rect} K_A^{-1}} \begin{pmatrix} u \\ 1 \end{pmatrix}$$

$H_A$ : homography

$$H_A = K_A R_{rect} K_A^{-1}$$

▷ Rotate camera in place from B to B'.

$$\lambda_1 \begin{pmatrix} u \\ 1 \end{pmatrix} = K_A \overset{R_A}{R_B} \begin{pmatrix} X \\ C \end{pmatrix}$$

camera position  ${}^A C = -R_A^{-1} \frac{{}^B t}{t}$ .

$$\lambda_2 \begin{pmatrix} u' \\ 1 \end{pmatrix} = K_B \overset{R_B'}{R_B} \overset{R_A}{R_B} \begin{pmatrix} X \\ C \end{pmatrix}$$

$$\rightarrow H_B = K_B R_{rect} R K_B^{-1}$$

▷ What if the camera does not rotate in place. For A frame for example,

$$\begin{aligned} \lambda_2 \begin{pmatrix} u' \\ 1 \end{pmatrix} &= K_A \begin{bmatrix} {}^{A'} R_A & {}^{A'} t \\ R_A & t \end{bmatrix} X = K_A {}^{A'} R_A (X - {}^A C') \\ &= K_A {}^{A'} R_A \begin{bmatrix} \lambda_1 K_A^{-1} \begin{pmatrix} u \\ 1 \end{pmatrix} - {}^A C' \end{bmatrix} \end{aligned}$$

Homography is a function of  $\lambda_2, \lambda_1$ , whereas without,  ${}^A C' = 0$ .

$$\begin{pmatrix} u' \\ 1 \end{pmatrix} = \frac{\lambda_1}{\lambda_2} \cdot \underbrace{K_A {}^{A'} R_A \cdot K_A^{-1}}_{\downarrow H} \begin{pmatrix} u \\ 1 \end{pmatrix}$$