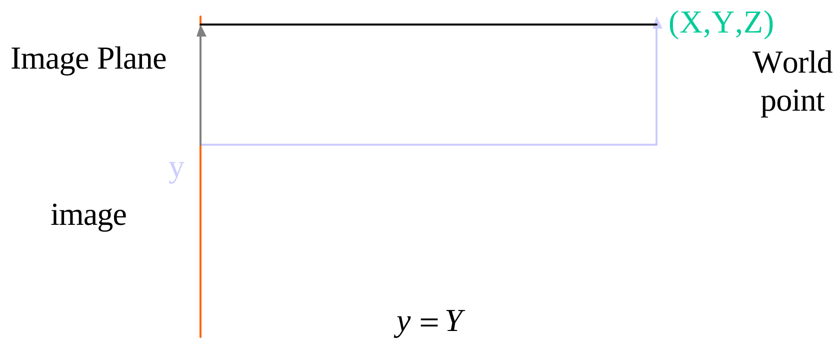
Lecture-2

Displacement Model

Orthographic Projection



$$y = Y$$
$$x = X$$

Orthographic Projection

$$\begin{bmatrix} X' \\ Y' \\ Z' \end{bmatrix} = R\begin{bmatrix} X \\ Y \\ Z \end{bmatrix} + T = \begin{bmatrix} r_{11} & r_{12} & r_{13} \\ r_{21} & r_{22} & r_{23} \\ r_{31} & r_{32} & r_{33} \end{bmatrix}\begin{bmatrix} X \\ Y \\ Z \end{bmatrix} + \begin{bmatrix} T_X \\ T_Y \\ T_Z \end{bmatrix}$$

$$x = X$$

$$y = Y$$

(x,y)=image coordinates,
(X,Y,Z)=world coordinates

$$x' = r_{11}x + r_{12}y + (r_{13}Z + T_X)$$
$$y' = r_{21}x + r_{22}y + (r_{23}Z + T_Y)$$

$$x' = a_1 x + a_2 y + b_1$$
$$y' = a_3 x + a_4 y + b_2$$

Affine Transformation

$$\mathbf{x}' = \mathbf{A}\mathbf{x} + \mathbf{b} \qquad \mathbf{A} = \begin{bmatrix} a_1 & a_2 \\ a_3 & a_4 \end{bmatrix}, \mathbf{b} = \begin{bmatrix} b_1 \\ b_2 \end{bmatrix}$$

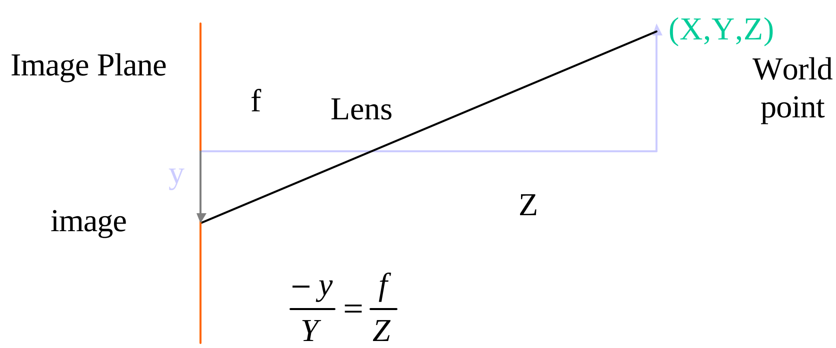
Orthographic Projection (contd.)

$$\begin{bmatrix} X' \\ Y \\ Z' \end{bmatrix} = R\begin{bmatrix} X \\ Y \\ Z \end{bmatrix} + T = \begin{bmatrix} 1 & -a & b \\ a & 1 & -g \\ -b & g & 1 \end{bmatrix}\begin{bmatrix} X \\ Y \\ Z \end{bmatrix} + \begin{bmatrix} T_X \\ T_Y \\ T_Z \end{bmatrix}$$

$$x' = x - ay + bZ + T_X$$

$$y' = ax + y - gZ + T_Y$$

Perspective Projection



$$\frac{-y}{Y} = \frac{f}{Z}$$

$$y = -\frac{fY}{Z} \qquad x = -\frac{fX}{Z}$$

Perspective Projection

$$\begin{bmatrix} X' \\ Y' \\ Z' \end{bmatrix} = R\begin{bmatrix} X \\ Y \\ Z \end{bmatrix} + T = \begin{bmatrix} r_{11} & r_{12} & r_{13} \\ r_{21} & r_{22} & r_{23} \\ r_{31} & r_{32} & r_{33} \end{bmatrix}\begin{bmatrix} X \\ Y \\ Z \end{bmatrix} + \begin{bmatrix} T_X \\ T_Y \\ T_Z \end{bmatrix}$$

$$X' = r_{11}X + r_{12}Y + r_{13}Z + T_X$$
$$Y' = r_{21}X + r_{22}Y + r_{23}Z + T_Y$$
$$Z' = r_{31}X + r_{32}Y + r_{33}Z + T_Z$$

$$x' = \frac{r_{11}x + r_{12}y + r_{13} + \frac{T_X}{Z}}{r_{31}x + r_{32}y + r_{33} + \frac{T_Z}{Z}}$$

scale ambiguity

$$x' = \frac{X'}{Z'} \qquad y' = \frac{Y'}{Z'}$$

$$y' = \frac{r_{21}x + r_{22}y + r_{23} + \frac{T_Y}{Z}}{r_{31}x + r_{32}y + r_{33} + \frac{T_Z}{Z}}$$

focal length = -1

Plane+Perspective(projective)

$$aX + bY + cZ = 1$$

$$\begin{bmatrix} a & b & c \end{bmatrix}\begin{bmatrix} X \\ Y \\ Z \end{bmatrix} = 1$$

$$\begin{bmatrix} X' \\ Y' \\ Z' \end{bmatrix} = R\begin{bmatrix} X \\ Y \\ Z \end{bmatrix} + T\begin{bmatrix} a & b & c \end{bmatrix}\begin{bmatrix} X \\ Y \\ Z \end{bmatrix}$$

equation of a plane

$$\begin{bmatrix} X' \\ Y' \\ Z' \end{bmatrix} = R\begin{bmatrix} X \\ Y \\ Z \end{bmatrix} + T$$

3d rigid motion

Plane+Perspective(projective)

$$\begin{bmatrix} X' \\ Y' \\ Z' \end{bmatrix} = A \begin{bmatrix} X \\ Y \\ Z \end{bmatrix}$$

focal length = -1

$$X' = a_1X + a_2Y + a_3Z$$
$$Y' = a_4X + a_5Y + a_6Z$$
$$Z' = a_7X + a_8Y + a_9Z$$

$$x' = \frac{a_1X + a_2Y + a_3Z}{a_7X + a_8Y + a_9Z}$$

$$y' = \frac{a_4X + a_5Y + a_6Z}{a_7X + a_8Y + a_9Z}$$

$$x' = \frac{a_1x + a_2y + a_3}{a_7x + a_8y + a_9}$$

$$y' = \frac{a_4x + a_5y + a_6}{a_7x + a_8y + a_9}$$

Plane+perspective (contd.)

$$x' = \frac{a_1x + a_2y + a_3}{a_7x + a_8y + 1}$$

scale ambiguity

$$y' = \frac{a_4x + a_5y + a_6}{a_7x + a_8y + 1}$$

find a's by least squares

$$\begin{bmatrix} & & & & \vdots & & & \\ x & y & 1 & 0 & 0 & 0 & -xx' & -yx' \\ 0 & 0 & 0 & x & y & 1 & -xy' & -yy' \\ & & & & \vdots & & & \end{bmatrix} \begin{bmatrix} a_1 \\ a_2 \\ a_3 \\ a_4 \\ a_5 \\ a_6 \\ a_7 \\ a_8 \end{bmatrix} = \begin{bmatrix} \vdots \\ x' \\ y' \\ \vdots \end{bmatrix}$$

Projective

Plane+perspective (contd.)

$$x' = \frac{a_1 x + a_2 y + a_3}{a_7 x + a_8 y + 1}$$

$$y' = \frac{a_4 x + a_5 y + a_6}{a_7 x + a_8 y + 1}$$

$$\mathbf{X}' = \frac{A\mathbf{X} + b}{C^T \mathbf{X} + 1}$$

$$\mathbf{X}' = \begin{bmatrix} x' \\ y' \end{bmatrix}, A = \begin{bmatrix} a_1 & a_2 \\ a_4 & a_5 \end{bmatrix},$$

$$b = \begin{bmatrix} a_3 \\ a_6 \end{bmatrix}, C = \begin{bmatrix} a_7 \\ a_8 \end{bmatrix}, \mathbf{X} = \begin{bmatrix} x \\ y \end{bmatrix}$$

Projective

Summary of Displacement Models

Translation

$$x' = x + b_1$$
$$y' = y + b_2$$

Biquadratic

$$x' = a_1 + a_2 x + a_3 y + a_4 x^2 + a_5 y^2 + a_6 xy$$
$$y' = a_7 + a_8 x + a_9 y + a_{10} x^2 + a_{11} y^2 + a_{12} xy$$

Rigid

$$x' = x \cos q - y \sin q + b_1$$
$$y' = x \sin q + y \cos q + b_2$$

Bilinear

$$x' = a_1 + a_2 x + a_3 y + a_4 xy$$
$$y' = a_5 + a_6 x + a_7 y + a_8 xy$$

Affine

$$x' = a_1 x + a_2 y + b_1$$
$$y' = a_3 x + a_4 y + b_2$$

Pseudo Perspective

$$x' = a_1 + a_2 x + a_3 y + a_4 x^2 + a_5 xy$$
$$y' = a_6 + a_7 x + a_8 y + a_4 xy + a_5 y^2$$

Projective

$$x' = \frac{a_1 x + a_2 y + b_1}{c_1 x + c_2 y + 1}$$
$$y' = \frac{a_3 x + a_4 y + b_1}{c_1 x + c_2 y + 1}$$

Displacement Models (contd)

- Translation
  - simple
  - used in block matching
  - no zoom, no rotation, no pan and tilt
- Rigid
  - rotation and translation
  - no zoom, no pan and tilt

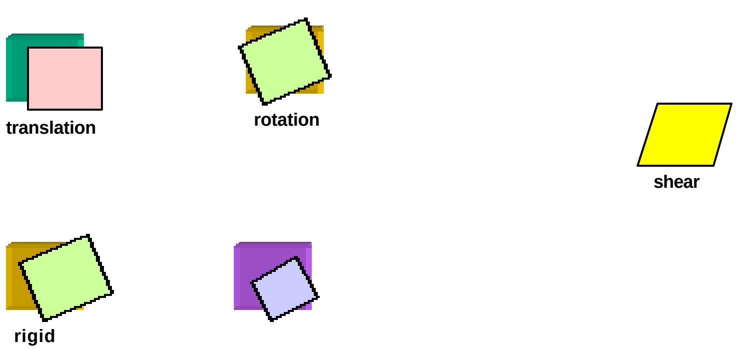
Displacement Models (contd)

- Affine
  - rotation about optical axis only
  - can not capture pan and tilt
  - orthographic projection
- Projective
  - exact eight parameters (3 rotations, 3 translations and 2 scalings)
  - difficult to estimate

Displacement Models (contd)

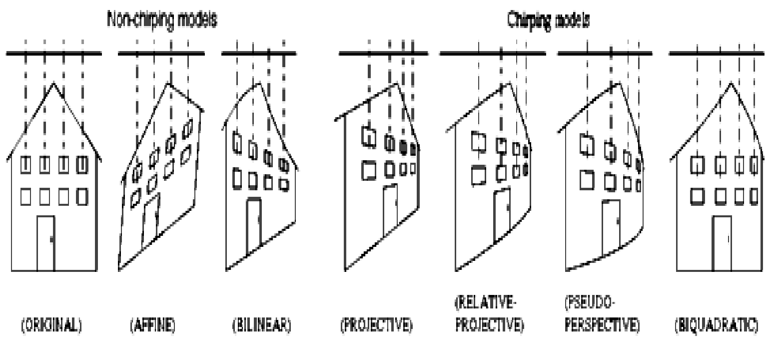
- Biquadratic
  - obtained by second order Taylor series
  - 12 parameters
- Bilinear
  - obtained from biquadratic model by removing square terms
  - most widely used
  - not related to any physical 3D motion
- Pseudo-perspective
  - obtained by removing two square terms and constraining four remaining to 2 degrees of freedom

Spatial Transformations



affine

Displacement Models (contd)



Affine Mosaic

Projective Mosaic

Instantaneous Velocity Model

3-D Rigid Motion

$$\begin{bmatrix} X' \\ Y' \\ Z' \end{bmatrix} = \begin{bmatrix} 1 & -a & b \\ a & 1 & -g \\ -b & g & 1 \end{bmatrix} \begin{bmatrix} X \\ Y \\ Z \end{bmatrix} + \begin{bmatrix} T_X \\ T_Y \\ T_Z \end{bmatrix}$$

$$\begin{bmatrix} X'-X \\ Y'-Y \\ Z'-Z \end{bmatrix} = \begin{bmatrix} 0 & -a & b \\ a & 0 & -g \\ -b & g & 0 \end{bmatrix} \begin{bmatrix} X \\ Y \\ Z \end{bmatrix} + \begin{bmatrix} T_X \\ T_Y \\ T_Z \end{bmatrix}$$

$$\begin{bmatrix} \dot{X} \\ \dot{Y} \\ \dot{Z} \end{bmatrix} = \begin{bmatrix} 0 & -\Omega_3 & \Omega_2 \\ \Omega_3 & 0 & -\Omega_1 \\ -\Omega_2 & \Omega_1 & 0 \end{bmatrix} \begin{bmatrix} X \\ Y \\ Z \end{bmatrix} + \begin{bmatrix} V_1 \\ V_2 \\ V_3 \end{bmatrix}$$

$$\begin{bmatrix} X' \\ Y' \\ Z' \end{bmatrix} = \left(\begin{bmatrix} 0 & -a & b \\ a & 0 & -g \\ -b & g & 0 \end{bmatrix} + \begin{bmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & 0 & 1 \end{bmatrix} \right) \begin{bmatrix} X \\ Y \\ Z \end{bmatrix} + \begin{bmatrix} T_X \\ T_Y \\ T_Z \end{bmatrix}$$

3-D Rigid Motion

$$\dot{X} = \Omega_2 Z - \Omega_3 Y + V_1$$
$$\dot{Y} = \Omega_3 X - \Omega_1 Z + V_2$$
$$\dot{Z} = \Omega_1 Y - \Omega_2 X + V_3$$

$$\mathbf{X} = \begin{bmatrix} X \\ Y \\ Z \end{bmatrix}, \quad \Omega = \begin{bmatrix} \Omega_1 \\ \Omega_2 \\ \Omega_3 \end{bmatrix}$$

$$\dot{\mathbf{X}} = \Omega \times \mathbf{X} + \mathbf{V}$$

Cross Product

Orthographic Projection

$$\dot{X} = \Omega_2 Z - \Omega_3 Y + V_1$$
$$\dot{Y} = \Omega_3 X - \Omega_1 Z + V_2$$
$$\dot{Z} = \Omega_1 Y - \Omega_2 X + V_3$$

$$y = Y$$
$$x = X$$

$$u = \dot{x} = \Omega_2 Z - \Omega_3 y + V_1$$
$$v = \dot{y} = \Omega_3 x - \Omega_1 Z + V_2$$

(u,v) is optical flow

Perspective Projection (arbitrary flow)

$$x = \frac{fX}{Z} \qquad u = \dot{x} = \frac{fZ\dot{X} - fX\dot{Z}}{Z^2} = f\frac{\dot{X}}{Z} - x\frac{\dot{Z}}{Z}$$
$$y = \frac{fY}{Z} \qquad v = \dot{y} = \frac{fZ\dot{Y} - fY\dot{Z}}{Z^2} = f\frac{\dot{Y}}{Z} - y\frac{\dot{Z}}{Z}$$

$$\dot{X} = \Omega_2 Z - \Omega_3 Y + V_1$$
$$\dot{Y} = \Omega_3 X - \Omega_1 Z + V_2$$
$$\dot{Z} = \Omega_1 Y - \Omega_2 X + V_3$$

$$u = f\left(\frac{V_1}{Z} + \Omega_2\right) - \frac{V_3}{Z}x - \Omega_3 y - \frac{\Omega_1}{f}xy + \frac{\Omega_2}{f}x^2$$
$$v = f\left(\frac{V_2}{Z} - \Omega_1\right) + \Omega_3 x - \frac{V_3}{Z}y + \frac{\Omega_2}{f}xy - \frac{\Omega_1}{f}y^2$$

Plane+orthographic(Affine)

$$Z = a + bX + cY$$

$$u = V_1 + \Omega_2 Z - \Omega_3 y$$
$$v = V_2 + \Omega_3 x - \Omega_1 Z$$

$$u = b_1 + a_1 x + a_2 y$$
$$v = b_2 + a_3 x + a_4 y$$

$$\mathbf{u} = \mathbf{A}\mathbf{x} + \mathbf{b}$$

$$b_1 = V_1 + a\Omega_2$$
$$a_1 = b\Omega_2$$
$$a_2 = c\Omega_2 - \Omega_3$$
$$b_2 = V_2 - a\Omega_1$$
$$a_3 = \Omega_3 - b\Omega_1$$
$$a_4 = -c\Omega_1$$

Plane+Perspective (pseudo perspective)

$$u = f\left(\frac{V_1}{Z} + \Omega_2\right) - \frac{V_3}{Z}x - \Omega_3 y - \frac{\Omega_1}{f}xy + \frac{\Omega_2}{f}x^2$$
$$v = f\left(\frac{V_2}{Z} - \Omega_1\right) + \Omega_3 x - \frac{V_3}{Z}y + \frac{\Omega_2}{f}xy - \frac{\Omega_1}{f}y^2$$

$$Z = a + bX + cY$$
$$\frac{1}{Z} = \frac{1}{a} - \frac{b}{a}x - \frac{c}{a}y$$

$$u = a_1 + a_2 x + a_3 y + a_4 x^2 + a_5 xy$$
$$v = a_6 + a_7 x + a_8 y + a_4 xy + a_5 y^2$$